

**BIGGEST
ISSUE
EVER!**

■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

ACE

ADVANCED.COM

EXPLODE INTO CHRISTMAS...

Reviewed
**AFTERBURNER &
THUNDERBLADE**
plus a full supporting cast

XMAS PRESENT
PLUS: A NEW INTRODUCTION TO GAMING 15



WO'Y NO CASSETTE?
ASK THE NEWSAGENT FOR
YOUR FESTIVE SURPRISE...

**...AND
BEYOND**



"COIN-OP POWER"



1943

Medal of Honor: European Assault is the second in the Medal of Honor series of war simulation games from Electronic Arts. The original Medal of Honor was the first to be published by Electronic Arts, and it was a major success.

Medal of Honor: European Assault is the second in the Medal of Honor series of war simulation games from Electronic Arts. The original Medal of Honor was the first to be published by Electronic Arts, and it was a major success.



TOP GUN

CAPCOM

From the top of the world.

GIANTS OF THE VIDEO GAMES INDUSTRY

© 1995 Electronic Arts Inc. All rights reserved. Electronic Arts, Medal of Honor, European Assault, Top Gun, Wings of Fury, and Capcom are trademarks of Electronic Arts Inc. All other trademarks are the property of their respective owners. Electronic Arts Inc. is not responsible for the content of any web site linked to this page.

16



**FUTURE PUBLISHING
LTD**

4 Green Street
Bath BA2 1BQ
Tel: 0202 600204
Fax: 0202 600210
Telex: 940000
BARTYGB
E-mail: enquiries@future.co.uk
10001

Editor

Griffin Ball

Reviews Editor

Ben Webb

Features Editor

Andy South

Production Editor

Carlotta Norman

Coordinating Production

Editor

Mary Lambert

Commissioning Editor

Sean Latham (Games)

Advertising Editor

Steve Cooke

Contributors

Robert Murray, Phil South

Andy Wain

Art Editor

Travis Gilham

Assistant Art Editor

Angela Hall

Production

Glenn Stevens

Advertisement Manager

David Cook (Games)

Advertising Sales

Executive

David L. Day

Publisher

Karen Cox

Executive Assistant

Suzanne

Subscriptions

Ann Coates, Tel: 0202 600210

0202 600210, Fax: 0202 600210

SPECIAL OFFERS

(Orders from The Games, Business, National, Tech, etc.)

10001

DELIVERED BY AIR

Business, National, Tech, etc.

10001

REPRODUCTION

0202 600210, Fax: 0202 600210

0202 600210, Fax: 0202 600210

PRINTING

0202 600210, Fax: 0202 600210

© FUTURE PUBLISHING LTD

10001

0202 600210, Fax: 0202 600210

0202 600210, Fax: 0202 600210

WIN A MOUNTAIN BIKE SEE PAGE 44...



...PLUS

100 new games for a better Christmas night, your choice of a special feature, the best music of 1997, 125 titles on Amiga, and more of other prizes over your PC card. 10001 0202 600210 the Christmas offer by AGS Limited. Games, Business, National, Tech, etc. 10001 0202 600210, Fax: 0202 600210

SPECIALS

PREVIEWS 23

Most previews from the Cannes Film Festival. Water in the budget line for software editors, and a host of new titles are poised to flood into the shops over the coming months. Come with us on a tour of what's promised.



SOFTWARE BARGAINS 116

Something old, something new. Phil South sorts the experimental eye over the Christmas compilations, and checks out what's new on the budget front.

GAMEPLAY

SCREEN TEST

Bigger than ever, including the full treatment to After Burner and Thunderbirds: Deluxe. Future's spin and a real old, and not quite so new, you can't stand.



ARCADE ACE 16

A top to Preview 89's events what was above for the last-up next year - including Roboco!

SCREENTEST SUPPLEMENT 115

A new section covers who being the best-off regular coverage of the budget scene as part of a special look at compilations, and Tech & Tech's great.

TRICKS 'N' TACTICS 129

Expanded this month to make room for extra tips on PowerSlave, from the man who wrote it, a player's guide to Space Hunter and hints on Starbuck from the people who know. Plus the usual advice bits of fields needed by you. The reader.

ADVENTURES 138

The Page presents on leaving the way clear for Steve Cooke to go fishing, and take a better look at the world where a young man should go.



IT'S A CRACKER

Welcome to a bumper Christmas Special issue, packed with the lowdown on the games market. A market that is hotting-up for 1989 - at our massive Present Special reveals.

Within a month or so, you'll not just be spoiled for choice with the volume of software arriving in the shops, you'll be probably dazzled by the range of games available. A European duo is just around the corner with German and French programmers set to join the Americans in an invasion that should raise software sales by storm. We're on the case, and you can look forward to receiving sound columns on all the games software throughout 1989 - next month **Steve Jenett** has **SNAP**, **DRASH** Commodore User will be adding his weight to ACE to help us cope with the volume of work we've got cut out for ourselves.

On the hardware front, too, things look rosy for 1989. Sega and Nintendo are jostling three acts in time for the Christmas, and beyond. Rooms will be launching a console early in the New Year, and 16-bit consoles are already well-served for the UK by the Commodore, Sega and Nintendo. IBM from New-Gordon Technology has evolved in to an even more powerful machine, and of course the Atari machine has finished away. 1989 is going to be a hot year for hardware - with Compact Disc interaction on the horizon for next Christmas.

Join us next month, as we band into the New Year with all the details of what you can expect by next Christmas. Meanwhile relax, enjoy and have a good one.

THE ACE TEAM

REGULARS

NEWS

News of a brand new arcade system from Rare Ltd - Amiga Monthly Edition has forsaken the home computer market for the arcades. Find out what's going on.

LETTERS

Comments and arguments from around the world.

THE BLITTER END

Wrapping up another bumper issue in a style of its own.

GRAPHICS

Computer-aided takes a closer look at *Flame of Night*, and counts up the news in the world of computer graphics.



PINKS

Check out the hot tip on **Nintendo** and **Sega** games in the month's roundup of software sales statistics - page 104. You can see the hardware options in the ACE Upgrade Guide - page 133. Look for old games with **Konami** Banzai - check out what **MSX Transwonder** is up to, except at **Rugal** from **Rugal** and enter the ACE computer for page 178. Scan the pages of the ACE market, every month for a software or hardware bumper with the **Adventure Initiative** going strong - page 140.

★ ACE 750 awarded the month's favourite game for all things 16-bit and the things that go with it.



Turbo



AMM



RENAULT 5 TURBO
1981-1985
1981-1985
1981-1985
1981-1985
1981-1985
1981-1985

RENÉ MINGE

Paris-Dakar 1981 1st
Tour de France 1983 1st
Paris-Dakar 1984 1st
Paris-Dakar 1984 1st
Turbo Cup Porsche 1st



Cup

OFF THE GRID TO A RHYTHM START,
R44 TURBO CUP™, THE ORIGINAL PORSCHE
RACING GAME.
ENDORSED BY ROSE MERCE, WINNER OF THE
PARIS-DACAR RALLY, BOBBIET TROPHY AND
TURBO CUP PORSCHE RACES, AND DRIVER OF
THE LORICIELS-SPONSORED R44 TURBO.
PUT YOURSELF IN THE DRIVING SEAT.



LORICIELS
Turbo Cup
THE ORIGINAL PORSCHE RACING GAME

"With this excellent game, I've
experienced the same exhilaration
as if I were actually driving my real
Loriciels Porsche.

Experience for yourself the thrills
of driving on this prestigious track,
and, like me, take the winner's
place on the podium!"

Rose Mergé



Turbo Cup


loriciels



LORICIELS Ltd
Eccleam Avenue,
Lichfield, Staffordshire
WS 136 8X, ENGLAND
Tel : (0543) 414188 - Telex : 336130
Fax : (0543) 414842

Weird Dreams

ddRRRRRRring

WARD

© 1990 ATARI CORPORATION. ALL RIGHTS RESERVED. ATARI, THE ATARI LOGO, AND WEIRD DREAMS ARE TRADEMARKS OF ATARI CORPORATION.



'State of the Mind'



TODAY'S LATEST SOFTWARE



THE ULTIMATE ARCADE MACHINE

John Steiner, programmer of such classics as *MatchDay*, *Head Over Heels*, and *Berman*, has forsaken the term computer to work on arcade machines. Not any old arcade machine, mind you, but a new system developed by **Rare Ltd**, the people who brought you *Ultimate Games*.

Based on a custom chunk of

hardware called the *Razz Razz*, Rare's new arcade machine should find its way onto the streets during 1989. Among the first games to appear will be one written by John, with graphics provided by Bernie Gourmand, his past collaborator in projects like *Berman* and *MatchDay 2*.

It should come in the shape

of a cabinet to house the John's first arcade game, as to be an above-board, four-way soccer football game. A few in the player game. First effects is a four-round World Cup competition played with a joystick and three fire buttons. The *MatchDay* controller has been dispensed with and using combinations of the three fire buttons and joystick moves over 100 different moves could be available.

"It's designed first as compared to *MatchDay*," John explains, "with eleven players on a side there is less time to think and much more adrenaline is going than in *MatchDay*."

Although arcade fans will be with both 280 color and the software needed to handle a football game, some in handy when John was writing the arcade game, the transition from Spectrum to arcade board was a great leap. "It's a word I don't want to use on the 486 Spectrum trying to create as much as is possible, then suddenly people use the MegaByte to play with. It's great to have gone into an area where I can let my imagination run not because of all the RAM and technology available to me as a programmer."

It looks as if the Rare computer world has lost John and Bernie permanently — they're already half way through two more arcade games for the Razz board.

It is too early yet to tell exactly when *Paul Robble* will enter it into your local arcade as *Rare Ltd* are currently going on deals with distributors. As soon as the details are firm, we'll be able to bring you screenshots and the full run-down on Joe Roman's latest game.

Meanwhile, by way of a light entertainment, John is writing a CD-ROM version of *Clive Barker's* game manuscript. The first issue in *Andy Wilson's* *Get Smart* feature has as a commercial product, need you more as a bit of light entertainment? You might yet be able to play a new John Steiner game on your computer.

RAZZ AMATAZZ

Based on a licensed up 280 chip, the Razz Razz is the Razz board has 512K or 1Mk of memory depending on the needs of the game it is running. An extended address bus allows the programmer to address all of the memory which can be loaded into 280 address space in 48 chunks.

Running at 10MHz, the chip appears to cut at DMA to an address of the hardware speed of many instructions — the most useful of which is an 8-bit multiply in 17 instructions. An extended interrupt system allows processor counters to be programmed to count down to zero and then count up through 16.

According to John Steiner, one of the best features of the processor is the onboard DMA that allows off-heap memory transfers. The DMA instructions but achieves them without using reg-

ister's only takes 8 cycles per byte and can access all memory without being loaded into 280 address space.

The graphics power of the board is simply stunning. The system supports a screen mode up to 4-640 resolution, each with a resolution of 256x256 where individual pixels can be set to one of 48 colours. 256x144 shades are available on a palette. And each screen can use a different palette selection.

Two of the screens are back ground screens and have four wave scrolls on both X and Y directions, while the other two screens use sprite systems. Only one sprite screen is displayed at a time — the other one is updated. Then they are swapped the way screen flickers, ready for the next update. Using the a few output chip a screen can be cleared during its back.

The most out-

ring part of the system however is the Razz Razz bus. When active and it allows the programmer to use the DMA function to transfer applications to the system.

A single bus line need only be 15 lines of code and yet it can handle any size sprite which not only simplifies bus programming but also increases speed. No more pixels are drawn than we needed — an exact equivalent is a square is shown to have things simple, even though most sprites don't fit in. An empty chip on 28 pins or it creates the maximum requires 400 pins to be drawn on most computers (board requires) but on the Razz board only 80 pins are drawn.

Sound is taken care of on a case rate board with its own H281180 processor supported by 800K of memory. A FM sound chip, and stereo and sampled sound outputs

A C C E N T E N E W S



THE OCEAN



Operations: M.U.T. is a tactical simulation game that lets you lead a team of elite commandos in a variety of missions.

The game features a variety of weapons, including a new high-tech assault rifle. The game also includes a variety of vehicles, including a new high-tech assault vehicle. The game is available on CD-ROM and is compatible with Windows 95 and Windows NT.

Operations: M.U.T. is a tactical simulation game that lets you lead a team of elite commandos in a variety of missions.

The game features a variety of weapons, including a new high-tech assault rifle. The game also includes a variety of vehicles, including a new high-tech assault vehicle. The game is available on CD-ROM and is compatible with Windows 95 and Windows NT.

DATA EAST



Platform	Standard Edition	Collector's Edition	Special Edition	Ultimate Edition
PC	£8.95	£9.95	£9.95	£19.95
PlayStation	£8.95	£9.95	£9.95	£24.95



RAIN FORCE



100% complete. Batman: The Movie is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie. The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie. The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie.

The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie. The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie.

The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie. The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie.

The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie. The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie.

The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie. The game is a 3D action game that lets you play as the Dark Knight in a series of levels based on the movie.



True to his word, the new Editor has scanned this month's collection of readers' letters, double-checked a combination lock on his wallet that would baffle even the most hardened adventure games fan, and declared that no current offering lives up to the standard set for his star prize of £100 in software.

There is, however, a spot prize of fifty quid's worth flying out this issue, just to prove that no-one can be in Jasper the Grasper mode for 24 hours a day.

Readers keen on copping a ton of software should scrawl down their fresh ideas (no more 'I hate pirates/ prices are too high/ my machine's bigger than yours - yeh boo sucks' letters, please) and send them to:

ACE LETTERS, THE EDITOR, 4 QUEEN STREET, BATH BA1 1EJ

IN A JAM OVER JARRELL...

I was interested to read your readers' account of the John-Mailed Jarre Debatahs concert in last month's ACE. You see I was there like our opinion is that Jarre makes the Pro Star Boys music sound as if it was written on a couple of tin cans. I have been to a few (Simp) concerts, and it appears to me after that to say just that Jarre's music was written.

If your teacher had said we were debating the dependant way in which to apply for the city grant, and then later in which to study how the efforts were made with the big resources and employee movements of Jarre's music, then perhaps the issue might have been more relevant.

I think he had had a second number of paying people passed through the gates to view the concert of the century in technology in the musical business in Jarre. The appeal of his music and the starting chapters which accompany it. **Richard J Browning**
Stouffville, Haris

JARRING ON CONTINUUM...

In reply to your article in the December issue of ACE about John-Mailed Jarre's Debatahs concert you were out of line to put it down as you did. It seems to me that a lot of others that people used it as a publicity stunt, and I was surprised to see you go on the backboard.

If all the stars who turned up that Sunday were interested they would have looked their tickets over before the concert concert was announced after the original performance was postponed. But no. They all decided to go just to get compatibility.

In all I think Jarre's had a turn that from the popular press when he declared better - would

you be able to explain such an event? If so then fine. But if you can't don't stop all the people who are going to try **Michael Davies**
Cardiff

...STILL ON THE JARRELL

As a reply to Ben of John-Mailed Jarre's most lovely Douglas with the very good comment just down the coast. I thought the concert was so good that on both days. The weather did not help it - it is a pity the car made the lovers squander a little bit, but adding to the effect.

How you could say 'There's a lot to be in the way of compatibility melody here' is beyond me - it is the most reasonable remark of my life and I was another of his spectacular concerts. How do I agree with the last paragraph, 'hardly bringing light-sounds music to the people' all the to use use of your writing/playing/producing and producing those of that unbelievable standard.

Colin Greenbridge
Colford, London

Sorry to have caused offence. **Black Systems** has been recommended by developing houses.

OK

RELEVER HOME

All last someone has had the purchase, contents-vector and other sales coming out to say otherwise to give the post-playing would just what it has wanted and needed for a very long time.

Who anyone wants or indeed can afford to shed out £200 for a complete and comprehensive programme - genuine music with a really beautiful track and that just to remind you of the serious side of computing, you are trying so hard to forget.

Oh Joy! Could it be **HOME** to the rescue?

At last we gamers will have a machine to do proud of - and not to be made to feel the second-class citizens because we don't use a proper machine, soon we will own something which in many ways will be superior to an AT or Royal Power to you are **NOBLE**

Mr David A Hunter
Clayton

NO COMPASSION

Like the mug but for one tiny detail as mentioned by the fans of Mithras.

Although I do disagree with you on having different versions for different machines I agree on the system being unfair. Why I have you asking. Well, you only show the graphics for one machine, so each time using a Commodore 64 never when I use a game like *Warrior of the Light* for my machine I would like to see how the graphics compare. In some Spectrum games would be well so if possible just send me the files showing the different graphics of each machine. **David Dixon**
Wrexham

We do try to print so many sheets as we can but unless subscribers of software houses and our own part had been sometimes more we can't print a sheet of every page that we store a **CD-ROM**.

OK

A BIT OF A ONE

I regularly take your mug and it has others, primarily to read things from a different point of view and I have been very pleased to see the release of a new *Witchy Games* mug. I like the mug but I don't realise that after the long game they were to receive if I am returning to the yellow cover prints on page 53 about playing *Splinter 2* which read 'The show for help have been flooding

in Black and Red, which is why the cover of *Splinter 2* gets the full treatment.'

Steven Robinson
Spalding

The best

OK

TOTALLY APOLOGISED!

All you need being a new editor I thought I'd bring in a totally new edition - paragraphs that a word are to you and that superiority. Why of these systems, points and playstations?

I mean some of them can give a slight amount of joy but others can have created for four of lowest are a pain in the back end. Why not? And first after two days of playing *Musica*. There's another thing. Why are all paragraphs after back, means a what? Oh there's the occasion and but too to go to top, but why do we not replace *Designer* colour.

I think with a bunch of words myself I mean have made you like it if you were a beautiful person. Martin asking you. *Earth* mean Alan Sugar would writing a good game of real life computer game out of the human game-like and all the problems for family being as human like is. He might just, no, marvelous music. So, probably think part those actions to totally crucial points! That's a French for yellow. A red (and red) Always I get an extra 500 and stand to point it each yellow will black steps, so it is doubling in words as well as sound, projects etc.

Philip Lumsden
Liverpool

The reader sees a real piece of it in all of the past and a little of *Alan Saiter*.

OK

MORE INTELLIGENT THAN BRANLS

As has been said before, many

people consider the games of computer and video games to be at least a little past their usefulness by quality designers and at worst a load for the above.

To these people I say this computer gaming is a sport. It is not wasteful because of really these parlors or so-called sports. This has to do with the fact that the last time I had a second it if you had recently visited to games, such as hobbyists and modeling, both of these parlors games have a national following with competitions and meetings. And what of the much more leisure sport of pool (snook)? I wonder whether the usual is still that the things already is taken very seriously by some people?

And as back to computers, surely one would not compare games in the same class as the above activities? Personally I think they are an excellent test of skill and hand-eye coordination not to mention endurance.

Richard Lewis
Woodside Park, London

Pass me a 20—total **OK**

RACE MATRONS

I visited especially for the annual of Nigel Mansell's Grand Prix for the June 27 after playing it on the Spectrum.

After 20 minutes playing the game though I was absolutely spoiled on the conversion from 4-bit to 16. There was no wasted words of the name and the game strategy (it is about driving and just changing bits pattern).

Also the screen didn't give me any help in changing gear - at least the Spectrum version gives you some assistance to try.

Whereas was just to convert me in studying the racing to drivers.

10 in Brown
Darling, Lancs

If space had allowed we would have had much the same thing to report. **OK**

BRAIN DAMAGE

The brain is like an incredibly powerful computer. Now we parents, our environment and we can cause programs to ultimately destroy the reality of our everyday lives.

Accepting this as the case and other readers may disagree, an issue is being considered at the number of action strategy and simulation games, which depict the enemy as either third world people or nations who live

under a different political system to our own? For example, Read Steven Young, Read Dear (Moscow), Steven Young, Hunt For And Gordon, Jackson, American Commander, Ganshof I could go on.

The kind of disturbing prepares out into to regard letters people is OK to take and all thoughts programs our minds for what? Surely the type of programming continues to right?

V C Ballard
Barnet

Appear who like to comment? **OK**

POSTAL CODES

While reading last month's letter about a certain mail order firm, I thought that I might be a good idea if ACE can a Top Mail Order Firm list. Readers disappointed or encouraged by a mail order company's service could write to ACE explaining the situation and ACE would forward the firm a note (say 200 copies) (unless to - 2) results.

A table could then be compiled to anybody thinking of buying a product through one of the mail order companies advertising in your magazine could see if they were on the list. If they were not, the reader could decide to use a company listed or try the company not and possibly write to ACE telling you of their experience.

Of course it would not be possible for ACE to guarantee anything, but it would give readers some confidence when ordering and include companies to approach for service (both for the best results).

William Shute
Brixton

Could prove tricky. We'd only get to hear from disappointed customers, so a mail order house that did the wrong the business could have a highly efficient service but a large number of the disgruntled customers than its low volume competitors. **OK**

LABOUR LOUDET

We have our big software distributor in the Republic of South Africa but they don't support the 286 or Amiga any more. They used to have a few titles, but all games which would run on it could afford to buy more than a title every 3 months. If one of us managed to get 2000 by mail order I write to see how many 12 processes to replace it they would consider orders from it and charge the extra postage or parcels to us. I did not receive any answer

except for one company. In short a letter that they refuse to sell to South Africans. The tone of the letter was also very hostile.

We were very disappointed the have formed a small 27 User Group where recent players to part. There are people of every race in our club and there is full documentation. Why should the mail order companies behave like apartheid?

Charles Sweet
(South African 27 User Group)
Admansburg

COURT IN THE ACT

I have submitted with normal the normal route of an on computer journal put it, Software House, Parsonage. I refer to games such as Amiga being stopped due to their defectiveness to a recently acquired license.

What I would like and understand that companies which have paid large sums of money for licenses do not want mail companies, carting it on their supply lines must be a bother and more mature way of getting things from the company, but looking their way to suggest every time a claim is raised.

Surely the software houses, are mature enough to get round a table and talk instead of stopping in question as the game the day of its announcement.

Perhaps one could round the table they can discuss the idea of allowing the other company to increase their share to 50% so they pay a certain percentage of the profits to the license-holding company.

This would mean everyone could benefit. It is marketing company could sit back and get on with writing software rather than spending days putting together a start-up and this would still earn large profits from their own game and all their rivals around?

Real companies would benefit by not having to throw 6 months coding in the bin and the consumer would benefit from the fact that there would be several alternatives to choose from instead of having to have the version that won the court case (but doesn't the best one).

Mike Pinesford
Brixton

I guess there's more where it of your firm, but it's a nice thought. In the future word of good will - on awaiting Mr Pinesford a good price of £50 worth of software. **OK**

A C E • L E T T E R S



UP UNTIL NOW, FINDING A SERIOUS SOFTWARE STORE HAS BEEN A JOKE.

Software Circus, as our name suggests, sells nothing but software. And lots of it.

In fact, we've got the latest releases and around 1,000 titles in stock for ATARI-ST, AMIGA and IBM compatible computers.

They cover entertainment, business programming, music and sound, graphics education, CAD... you name it.

And prices start from \$9.95 to \$200 and over.

What's more, our staff know what they're talking about and will give you a

demonstration of the software in our store.

We even give you the peace of mind of free after sales hotline support.

In short, you'll find that Software Circus are not a bunch of clowns.

To demonstrate our seriousness, we're offering a 5% discount on everything* when you focus in this advertisement.

To show that we've also got a sense of humour, come in wearing a red nose and we'll give you 10%.

Now that's not to be laughed at, is it?



SOFTWARE CIRCUS
THE SERIOUS SOFTWARE PEOPLE

THE PLAZA ON WATER STREET LONDON W1 2 8JH
Tel: 01-463 4111
100% MONEY BACK GUARANTEE

Courtesy of ACE and Ocean, this issue comes complete with playable demos of the arcade beat-em-up **DRAGON NINJA**. Load the demo into your machine, and get a taste of what it will be like punching and kicking your way to victory in the full game.

EXPLOSIVE ACTION WITH BAD DUDES v DRAGON NINJA



CASSETTE

Slide 1 loaders for the C64 version of the demo, followed by the Spectrabox version while Slide 2 loads the Amstrad CPC demo. Simply set up your machine as if you were going to load a tape game, put the cassette in the player, load in the normal way and get punching.



DISK

If you own an Amiga or an Atari ST turn the computer off, pop the disk in the drive and switch on. The **DRAGON NINJA** demo will autoboot and you can get down to the action.

GET A DISK AND NEED A CASSETTE? GET A CASSETTE AND NEED A DISK?

Although our newspaper should have said it and supplies of both disks and cassette versions of the issue of ACE, if you want to exchange a disk for a cassette or vice versa, simply follow our Disk-Exchange procedure and all will be well.

- 1) Buy a 25p stamp
- 2) Fill in the name and address label below
- 3) Put the completed address label and 25p stamp in an envelope with the attached Cassette or Disk from the issue
- 4) Address the envelope to:

ACE Dragon Ninja Exchange, Future Publishing, The Old Barn, TOMBAYTON, BARNWELL, TN11 7PT

- 5) Post the package in the post and wait a while. Our Exchange Department should have an exchange Disk/Cassette to you within a couple of weeks.

DISK WON'T LOAD? CASSETTE WON'T LOAD?

Put the offending item in an envelope, along with an SAE, and send the package off to:

ACE RETURNS, Special SAE, Future Avenue, Deodar, Industrial Park, Nr CHESTER, CH5 2NU



DRAGON NINJA

XMAS EXCHANGE FORM

NAME _____

ADDRESS _____

POSTCODE _____



An overhead view of the Sega Prize-Fight console, emulating the Out Run trend.



Coin-operation manufacturers, fruit-machine distributors, arcade-game suppliers, they were all there - entertaining the crowds.

COIN-OP CARNIVAL!

The game, London's Festival. The show features 800 free equipment - anything that attracts coins and provides maximum entertainment. A trade show combined with arcade machines (prizes for machines and the odd freemove machine). All set to continuous free play for the benefit of the visitors.

Just like any computer-related show, the noise in the hall is deafening. Arcade machines by the foot-pump, led music and sound effects at full volume, but unlike most shows the chatter provided by the demo operators isn't suppressed by the clamor of eager young machine-hopping feet. And it's found in unexpected places. In a corner, off all attention is different breed.

The machines are for free use. Sated by the excitement, a kiddies' corner for the less-than-16-year-olds of the latter arcade world. (You'll notice if you're wearing a suit, you're not in the line.) The only discount appearing, it's one that has to be offered - it's 10% off for all that you get the chance to see playing, but even this, considering the the better visibility and potential of arcade

The home computer industry's biggest show of the year was held in September at Earl's Court. The arcade industry's equivalent, The Associated Leisure Preview '89 Show, took place the following month at London's Festival. So one afternoon, Andy Smith entered an arcade free's heaven and found everything set on free play—



Waiting to grab with Silver. This is a physical as well as mental exercise as you swing the handle around during all-out frenzy. Complete a stage and you're allowed to pick up every shiny dime on the floor—within the time limit is counted.

machines with all the initial set of ten prize coins waiting behind you in their candy pots.

Sega's Castle Force II was one of the show's star attractions, mainly because of its cabinet. Bottom of the range is the standard design with two joysticks sticking out of the cabinet. One controls speed while the other means your direction (mostly left around, at the moment to dodge and avoid enemy tanks and



minions). Two fire buttons on the sticks allow you to fire either laser balls or iron eg missiles (after the Afterburner). The mainstage Galaxy Wars cabinet is a lot different; the joysticks located on either side of the seat. The red and green, blue, and black in during the game (meaning the means is your fighter). The in the middle is a set of rings as the Super Cobra model (which is a lot) but this is the one surrounded by numerous large of buttons on being. The huge machine has 12 displays, 8 has directions and sensitivity through a 150 degree and all right. Based view of the (and when someone finished) but in the 150-degree.

—means, aimed at each of a set into Sega's Prize-Fight. This comes in two cabinets: the single and a Deluxe model that it shaped like a cross between a jetliner and a racing car. You draw a small figure around a central and have to finish in the first three places to qualify for the next round in the



(Above) The Super Botran version of Galaxy Force II with (below) the 40" monitor display and (right) the Botran version (Atari's cabinet, same game).

burst of enemy aircraft and have to raise the monitor to see up the stars at the ability — word stuff. Galaxy Hunter features the machine gun from Space Invaders and a game very similar to Close Angle. Moving the gun mounted on the cabinet raises a small light around the screen, and the stars also is to shoot any 200 that gets in the way. The player is represented by a large outline of a man with a gun. Close M3 (also) has a lady who is sporting, a new lady (also) plays the Gal Gun game at the father. As a top driver in the police force,

play it out on point when a message comes through from HQ. Yes, in Nancy from around San Francisco, have been spotted forcing towards the suburbs in a white sports car. Please attempt to get it then down to you to arrest the criminals by catching up with them and winning their car — you won't have any trouble spotting the criminals since they are in range a large white circle out the bushes for you. Appreciate the video, and it's no time at all before the next. A copyright notice over the video from Nancy. *



A BRIGHT AND GLOWING FUTURE?

Though there will very little that will ever enter into the game design field of Pioneer 30, arcade game manufacturers are out really getting very excited about the new wave of preserving games. It seems to be the standard thing now to produce a box or several, increasingly expensive and increasingly visible releases. Could that mean that arcade designers are turning out of their and have to visit to games to to sell their wares? Many figures at their footcandle is a certain extent and some that the "legend" what is the idea of business of the moment is the introduction of the 20 inch monitor. Going out in the 20 inch cabinet that is being the standard for the last few years and coming in is the 28 inch screen that has better definition and offers better picture and playing area.

Even bigger news, and set to make waves for the whole arcade industry is the advent of the High Definition monitor. The first dedicated console featuring the monitor which display near perfect picture quality between the 24 to 30 inches within two years. Namco recently finished their first game (Home Run) for the system is an arcade box in Japan.





ROBOCOP

Luca Laurent

Video computer games based on old films are nothing new, so it's not too surprising that the 1987 film *RoboCop* and its sequel offer a lot more than just an arcade game. The Star Wars series made it into the best of the best, and now so has *RoboCop*.

The player takes control of the now-L337 action from the film and has to work through several stages, clearing the streets of law breakers and (occasional) go-goers. The action starts with a report from HQ, announcing that a riot has broken out downtown. As the toughest force and overall bravest cop ever since *Dave of Back Bay*, the assignment falls to you. With the language left-right across the 250-play arc area, and built in comic timing to form either side of the screen, the fun and test to this is not hard.

Half way through the stage, the bad guys



Coming from left to right. At the start of Level One, even the toughest bad guys are no match for your high-powered night arm. On Level Two - it's time to get your gun out. Smash the water to push up the three-way mirror exception. Level Three has things are starting to get very nasty. Not enough water that another and you'll end up in worse condition than these cars!

FUTURE COPS

start appearing from first floor windows as well, to give you a taste and take out your high-powered police. *RoboCop* moves from a classic *Chaplin* beat-up to a straight shoot-em-up, which both weapons including a blowaway pistol and a laser gun can be selected by breaking open laser crates that appear on the sidewalk. Before completing the stage, the end of level question has to be taken care of, and the first one you have to stop it out with is the *COOPER*, a monster prototype law enforcement machine that has a few problems with criminal resistance to tap the forest.

Stage Two is similar to Stage One but tougher. *RoboCop* makes an appearance and the battles are more intense and can come in several phases, by 30 weeks. This could

pose serious problems because you are directed. 1. Since the public trust 2. Protect the innocent and 3. Uphold the law, this game clearly that cheating innocent people is worse than letting criminals escape. For a variety of reasons, the innocent people is a lot tougher than it sounds as you need all ways too much. Destroy the Stage Two mid-level question - a made out of

Mail news, both machines. *RoboCop* guards the streets of Greater New York. Study the concepts and find the laws of justice.

(Editor) The headline does it about a chapter on your own case. (Note: This is the best.)



The **ESB** guarding the end of the first level. The cable cars are in your favor here, so you've got to be quick to shoot it, and avoid its shots.

Move the slowly and you'll never witness as it starts to keep the meaning of the word "merge..."



Plus, the walking "Bad-Get" and I have for some target practice.

The screen changes to show a shooting range through the eyes of Marge. Marge and several other girls appear and manipulate the camera allows the girl where they start to be moved. Position the introduction over targets that appear and a lock-on box appears around the target. This part of the



in the firing range. Look into the box you can fire towards you - that's all you need to!

game is not tough, but quick reactions are essential if you're to have any chance of outwitting the small robot toys that flounder from background to foreground.

Things start to get really difficult on the stage that follows the 100-range, but only are harder, dodging and throwing grenades, but there are games of strategy worthy to contend with. We hope our readers, and more.

Don't just have done a great job in coding the flow of the film - its digital specific especially good (like a level and looking thanks to you go opposite!). They have produced a very playable, exciting computer game. ■

PURPLE

"THE DAY THEY COME TO
CONQUER YOU, MY FRIEND!"
FOUR TESTS, FOUR ARCADE
GAMES IN STUNNING 3D



THE DAY THEY COME TO CONQUER YOU, MY FRIEND! IS AN ACTION-ORIENTED SHOOTER OF THE FUTURE. AVAILABLE FOR DOS.



THE DAY THEY COME TO CONQUER YOU, MY FRIEND! IS AN ACTION-ORIENTED SHOOTER OF THE FUTURE. AVAILABLE FOR DOS.



THE DAY THEY COME TO CONQUER YOU, MY FRIEND! IS AN ACTION-ORIENTED SHOOTER OF THE FUTURE. AVAILABLE FOR DOS.



THE DAY THEY COME TO CONQUER YOU, MY FRIEND! IS AN ACTION-ORIENTED SHOOTER OF THE FUTURE. AVAILABLE FOR DOS.

ATARI ST AMIGA
PC ANTRAD CPC
COMMODORE 64

SATURN

DAY



THE GOD OF WAR



THE GOD OF WAR



THE GOD OF WAR



EXXO

THE GOD OF WAR

EXXO

Lombard



rally



Atari ST,
Amiga and PC
£24.95



Five . . . four . . . three . . . two . . . one . . . GO!

Your 300bhp Ford Group A Sierra Cosworth races away from the starting line, skidding round hairpin bends as you speed through unfamiliar, ever-changing terrain in a race where every fraction of a second counts!

Lombard RAC Rally recreates all the excitement of the world-famous rally – with the help of RAC drivers who guarantee its authenticity.

Complete the five stages – down winding tracks, through verdant forests and over precarious mountain ranges – with the additional hazards of night driving and fog.

Repair damage and add new features to your car in the workshop, and earn money for spares by taking part in a TV interview.

This is the official simulation of a lifetime – will your skills measure up to the challenge?

● **Inside every box:** A detailed 16-page booklet containing a history of the rally and technical specification of the Cosworth. 15 maps to help you plot out your course, and a colourful sticker to commemorate your participation in the rally.

Please send me Lombard RAC Rally for

Atari ST Amiga PC (5.25") PC (3.5")

I enclose a cheque for £24.95

made payable to Mandarin Software

Please debit my Access/Visa number

Name _____

Address _____

Postcode _____

British House of Commons, 11th Floor, Parliament Building, London WC2A 0BS

Order Number: B25, £24.95

MANDARIN
SOFTWARE

in association with
RedRat

ACE GOES PREVIEWS CRAZY

Never before in the history of ACE magazine has there been so much to write about on the games front. Christmas every year is a bumper time for software releases, but this year more games than ever are due for release over the Festive Season itself and into the New Year. 1989 is going to provide a rich harvest of top-quality entertainment software.

Join us as we take a trip into the near future...



FORWARD INTO 1989

Apart from the rush to get games into the shops in time for the annual buying spree colloquially known as The Festive Season, software houses are looking firmly to the future. After a bit of a slow start, it looks as if programmers and game designers are finally about to start producing 16-bit games that really utilize the capabilities of the 'new generation' of computers. And plenty of good stuff is on the horizon for 16-bit games in 1989.



Palace of Antares should have Rastaban II for its bit on the ST by the time you read this, and by shipping into the New Year with a well-timed portfolio of products under development. Aida Palace of Dan Dare fame, amongst other adventures and Gary Cori Graphics by Rastaban II have got the in-house focus on Master of Monsters, a combat arcade-adventure in the impressive Mega-bit mode. Set in a mansion where all the robots have come to life.

Palace's subsidiaries, Outlaw and getting ready to publish Cosmos: Points from Cosmos Games, a company that specializes in writing for licensed computers. In order to become a fully fledged a rate of the console you have to prove your abilities in the space realm by order taking missions, and to undertake missions you have to earn a good status by completing some of the missions. Simulators have the skills needed at the helm of a unit, teamwork and have variable variables to create more games. What is where the simulation cost money to play, it is a matter of making those of you if you game, from missions to further training, or they get where to upgrade the performance of the home grade like 3.1 and Amiga owners should be able to enjoy Cosmos: Points early next year with PC and Mac versions following later.

FAST BEING HELD

System 3 are doing the most rush to release games in December, including the on Cosmos for 16-bit for release in January and Rastaban which should be in the shops early in March. Last Ninja II on the ST and PC is complete and 'by popular demand' according to publisher Mark Cole. Last Ninja II should be out and about by 1. early.

SLOW TRAVELERS A COMING...

Despite slower releases which might suggest

PRISON ● Chrysler

First breakout game due from Grand, new software house Chrysler, is this exciting challenge for the ST and Amiga which challenges the player to escape from a penal colony on a planet deep in space. Because of a hidden ship here to be found and from assembled before escape is possible. Also in the pipeline from the same company are 16-bit versions of the previously released titles, Alien and Storm Wolf, due by Rastaban, and a brand new 16-bit version of 1988's Rastaban's Super Tennis.

(Market) ST - starting usually along the planet's surface in Prison, its search of vital components that can be used to make good on 1988's

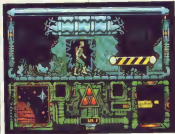


ST - and Last Masters, two monsters are out

THE MUNSTERS

● Agan Agan

Last month we showed you a picture from the TV series, this month we reveal a shot of the game and next month you'll see part of the movie. So very soon on the major screens, and if a post card on the 16-bit machines, you like the good news too.



STORM WARRIOR; SUPERTRUX

● Elite Systems

In the 16-bit front, Storm Warrior offers back to play fantasy combat through action, natural style and comprehensible fun. This during the quest to overthrow the Queen of Darkness. On the CD4 and Amiga, Storm Warrior has been set behind the release in another exciting real strategy game which got a like player before the release of Supertrux. Both Supertrux, CD4, Supertrux and Amiga owners will have to keep their eyes open for the added realism, the fun of that, if the game has only a few. Storm Warrior - Storm Warrior Computer Port Pack, which features over 1,000 graphics, and a quantity of Supertrux.

Early next year, look out for Galactic Wars from Elite, a 16-bit strategy/arcade strategy game that features strategy and natural adventure elements - the 16-bit version.

(Market) CD4 - coming along the 16-bit front in Supertrux

(Market) CD4 - and that changes over time - look to see the Storm Warrior way



NEW**MICRO**

BLASTER

**REPLAY® PROUDLY PRESENTS...**

The New Microblaster Joystick,
professional arcade quality, fully microswitched
for the ultimate in game control.

ORDER TODAY AND TAKE CONTROL!

ONLY
£12.95
POST FREE

FEATURES INCLUDE

- 1 Ergonomically designed handle and base for smooth accurate and comfortable playing action.
- 2 Steel shaft for extra strength & durability.
- 3 Heavy arcade quality microswitches giving greater sensitivity and precision controlled movement.



- 4 Non slip rubber feet on base for secure table mounted play.
- 5 Large 'push' or 'pull' resistance fire buttons for left or right hand operation.
- 6 Extra long 2.4 metre cable allows more freedom of player position.
- 7 Breakdown microswitched fire buttons for extra player control and higher scores.

Suitable for use with a wide range of
computers and video game machines

Company Ltd, Ardler Drive, Loughborough, Leics, LE11 0BB, Tel: (0509) 810444



Manufactured in
the UK by
Reynolds Design
Ltd. Design for
Healthy Joysticks

GUARANTEE

"In quality Replay®
joysticks are fully
guaranteed against
material defects or
faulty construction
for a period of
24 months from date
of purchase"

ORDER TODAY AND TAKE CONTROL!

PLEASE RUSH ME _____ JOYSTICK(S) @ £12.95 each

Total enclosed £ _____

Type of computer owned _____
Despatched (same day) / Afternoon (next) / To your delivery
Please deliver to _____

Name _____ Date _____

Address _____

Postcode _____

Print no. 100. This order & shipping is A. Manufactured in Great Britain. © 1991

**(0509) 810444**

Or via **ADVERTISE**

to order using

ADVERTISE

or complete the

coupon and send with

a cheque/ P.O. to

COMPANY LTD

SOFT ACE

FREE POST

LE11 0BB



BLAZING BARRELS

IT SURE AS HELL
GETS MY VOTE!



ICOM
SIMULATIONS (UK) LTD

Coming soon on...

Atari ST £19.99

Amiga £19.99

Firebird



A LEGEND IN GAMES SOFTWARE



Telecomsoft, First Floor, 88-78 Avenue Of Ports, London EC2A 4NE.
Multiple trademarks are trademarks of their respective owners.

FREEDOM ● Cokiel Vision

French software house Cokiel puts a twist of 1980s espionage which should be exciting on these shores with *Freedom*, a role-playing, strategy program in which you attempt to escape from slavery in an OZ-like sugar plantation (Sage, plants and the production manager) run off on your left, and on the RT wing stay sane.

Also from Cokiel, look out for *Imagined VHS*, a huge and 89-colour *Democalypse* (a mix of war and violence, and the quest to rescue *Democalypse* from slavery), *Yachtin' Land*, an arcade adventure in which the aim is to escape from a water island and 20,000 leeches under the sea, or another adventure based on the same theme aimed at which you try to escape from being captured on the beach; *Flamingo*, the first part of 1993, from your eyes peered for the official *Jungle Book* game, destined from the Disney, as did a Peter Pan *Swing* too.

IT - Fighting your way out of slavery, in *Freedom*.



CARRIER COMMAND

● *Harvard*

IBM, Amstrad and Spectrum (including MSX) versions of this amazing 3D simulation production are just around the corner. The complete set of *Carrier Command* should be available by the end of January, as well as which version you want.

Carrier Command - the IBM PC/MSX version and below...



... the Spectrum version



IT - Working as an agent for the control or the machine is a realisation of the... We can get lost. Especially if you do too well, and because a threat to your master. What's Paranoia for you...

PARANOIA COMPLEX

● *Magic Bytes/Artemis*

In a futuristic cyberpunk city, the computer rules. To obtain permits it needs a few human friends to take out people who are getting uncomfortable, or if you fancy taking the spot for the computer, your master's presence could start disappearing rapidly. The computer will return, though that is possible, and you become the hunted rather than the hunter - the ultimate aim is to escape from the city. One or all major format's seven-day release February.

Around the same time, look out for *Tom and Jerry*, *Graphic* (a combination of German programming wizard Magic Bytes, again due on all major for male *Magidown*, *Mad Stone*, *USA John Young* and *Paradox* *Roll* teams) and *Artemis* between March and June 1993.



Operation of Time-Traveller

offer of *Operation of Time-Traveller* way of *Operation of Time-Traveller*. In this case need to press. There was still to get in the game escaping from their Shattered programming for get a full review of the completed version should find its way into the next issue. Also Action for the Spectrum. *CGA* and *Amstrad* is the latest Christmas and should appear in three or four issues who finally clearing seems a really relevant and interesting. Using a patch for propagation and developing aims at the way

I'm doing and bring it more to your taste

then check out *Time-Traveller*, another production

produced by *Operation of Time-Traveller* for all major formats - say behind the wheel of a *Time-Traveller* motor is post-occupied times and deal with it's exciting.



Magic Wonders

Turning the classic strength of computer

game through an its latest. *Operation of Time-Traveller* have come

up with *Artemis*. Rather than playing on a computer to stay your mind getting bored, you choose

between a model and a man and then try to stop

them getting bored inside your computer. Both

characters are really more than, who come

step running in the quest for entertainment

Super Nintendo or *Amstrad* across a bottle last

scope in the hunt for new compact discs to take

to or stop of for a glass of pop or it's a hard

or coming. Just how that *Operation of Time-Traveller* free

thing to high that your *Operation of Time-Traveller* to death.

IT and *Amstrad* sometime in February

offer formats may follow

FOOTBALL FRENZY

Football fans it seems are going to be well

served for in the New Year - *Graphic* Team is

putting the finishing touches to an update to

that shows the player to *Graphic* *Team*

as it will be not the only title actively work

ing on home software. Budget house *Graphic*

are studying *Graphic* for the launch of

Graphic *Team* *Challenge* for the first full

year game on the *Graphic* *Team* Rather than

send it out on the field, you take the role of a

team manager who is trying to get to the top

of league if your team gets promoted at the end

SUPERMAN

THE MAN OF STEEL



YOU ARE THE MAN OF STEEL

You have a superpower you don't just see in action... you live it every day. So why not make your own superhero? You can create your own superhero, complete with his or her own powers and abilities. You can even name your superhero. So why not make your own superhero? You can create your own superhero, complete with his or her own powers and abilities. You can even name your superhero. So why not make your own superhero? You can create your own superhero, complete with his or her own powers and abilities. You can even name your superhero.

AVAILABLE ON PC 12 & MAC OS (IBM compatible) - available on CD-ROM or floppy disk.



COMPUTER SOFTWARE

Javelin Industrial Estate
Blayden Tyne & Wear NE21 4EQ
Tel: 091 444 6671

FALCON
FALCON



THE BEST JUST GOT BETTER!

THE #1 FLY-BY-WIRE SIMULATOR

We've taken the best in the current MIRROR series to enhanced and improved features to bring you our finest MIRROR ever given you beautiful 3-D enhanced graphic display. The new MIRROR you encounter are resourceful and sophisticated that'll test your thorough challenge and proficiency. We head-to-head combat on direct computer link.

Multiple difficulties, technically accurate head-up displays, actual flight characteristics, multiple views, multiple targets, fluid flow flight scenarios, and complete weapons systems are just a few of the features that set MIRROR above all other flight simulators. Due to the unprecedented success of MIRROR, it has been selected as the best for a candidate for the military. Whether you are an experienced "top gun" or a novice pilot, MIRROR is for you.

Software Publishers' Association Award Winner

- Best Simulation
- Best Action/Strategy Program
- Best Technical Achievement



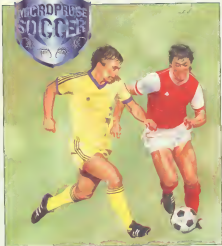
Spectrum™
HoloByte

2000 101 124th Ave. S.W. Andover, MN 55002-1001
1-800-PC-8226-8441 FAX 612-844-0101

Product features and prices subject to change.

Microsoft, IBM, Windows, Macintosh, OS/2, Other OSes
London: CDP Ltd.
Telephone: 01 237 1945





WHAT'S THE SCORE?

It's fun, fast, exciting and addictive. MicroProse Soccer keeps you on your toes, however often you play.

Challenge the computer or a friend competing in the World Cup, International Challenge or the Indoor League.

An overhead perspective of the pitch makes it easy to play good graphics and sound effects make every match seem real.

Fully animated players can perform a whole variety of movements, including overhead and breakaway kicks. There are 26 different teams and a unique action-replay facility.

What's the score with MicroProse Soccer? It's a winner.

Pick up the best football kit. Now available for Commodore 64/128 Disk: £19.95, Cassette: £14.95, IBM PC - Compatible: £24.95.

Coming soon for Atari ST, Amiga, Spectrum and Amstrad.

MICRO PROSE
SIMULATION & SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

Have you got a memory for names?

THE SPIDER

With its five stars, the excellent cinematography, a great plot, beautiful music, a stellar cast, amazing special effects, and a brilliant soundtrack, *The Spider* is a masterpiece.

VENUSIAN

The greatest fighting machine ever built for war... *VENUSIAN*.

RAZORWHEEL

From the producers of *Mad Max*, *Razorwheel* is a classic of the genre, featuring a great plot, a stellar cast, and a brilliant soundtrack.

WARRIOR

Warrior Entertainment and Universal Pictures... a classic combination of the greatest actors of the genre.

YEAR OF THE CAT

This is a masterpiece of the genre, featuring a great plot, a stellar cast, and a brilliant soundtrack.





"TIGER ROAD"

Adventure on wheels in behind the wheel action of Tiger Road. You'll be racing through a dangerous wilderness.

"ADVANCED DUNGEONS & DRAGONS"

Adventure in the fantasy world of Dungeons & Dragons. You'll be exploring a vast world of fantasy and will have to fight in the greatest game there.

"DEEP"

A world of excitement is in your hands with this game. You'll be exploring a vast world of fantasy and will have to fight in the greatest game there.

"THE DEEP"

A world of excitement is in your hands with this game. You'll be exploring a vast world of fantasy and will have to fight in the greatest game there.

"CALIFORNIA"

California is the state of the future. You'll be exploring a vast world of fantasy and will have to fight in the greatest game there.



U.S. GOLD, the BIGGEST names on 16 bit!

U.S. Gold Ltd., Suite 573 Bedford Way, Bedford, Buckingham, DD22 9JQ, Tel: 052 287 000

DESIGNED BY KEVIN THORNTON

ILLUSTRATIONS BY KEVIN THORNTON

AMERICAN SPORTSWARE

Sports fans are in for a soft-CPU smack out from Accurate, and should be able to enjoy tennis, soccer, pool, billiards, basketball and boxing along with the other pros if they have a friend to jump and volley for. The PC and CD-i is a well-developed tennis simulation that requires players to move around on court, watch the shots they need to play and aim their strokes via a pop-up menu system. All in all, not too bad. And anyone who has slightest interest in using a cue stick to pocket pool balls or in a computer game on the go, gets with a custom set of rules, should find plenty to amuse on the PC and CD-i versions of *Billiards*. Then there's CD-i basketball in the form of *Fast Break*, a full-court three-on-three simulation, and *TMG I Football Kick Out*, a full-screen boxing simulation for the CD-i that gives the player a first-person perspective of the action from the puncher's stance in your

FORMAT FREQUENT

Electronic Arts: Not to be outdone, have decided to match the number of formats on which *Blade of the Desert* will be available. In addition to the standard CD-ROM, it is also available on the new and shiny next year IBM



Blade on the

two players can go head-to-head in *Foot, Soul, Pig* and *Downfall Battle*. Quite cozy.

And a second and finally version of *Crash Golf* - *Crash Golf 2* is set to arrive and since PC owners say they love *Crash Golf*, it is also to get in the new



Crash Golf

hole for which has been to do a shot that you might imagine from *Crash Golf 1*. With magic carpets, lightning, and a variety of new and old items are set to be in the *Crash Golf 2* package that is now in the hands of the CD-i owners. It is also to get in the new

BLUETOOTHING

As I think about it though, the way of simulating sports is not the main attraction. **EA** are on the verge of releasing up *Aladdin* (the side-scrolling action-adventure) and one that allows the player to build a fighter and then punch and kick opponents. **BT** and **PC** versions are due in the New Year. *Turn of Mind* (a puzzle game) promises 1,500 hours of adventure and 11 different offensive and defensive moves in *THEIR* *Arms*



Could that be a great of justice meeting in the grass?

WAR IN MIDDLE EARTH ● Melbourne House

As yet the sequel to *The Lord of the Rings* adventures, but a completely new product that spans the entire *Tolkien* *Rings* *Lord of the Rings* - and greatly enhancing it looks like

Around 14 months in the preparation every location in the 16-bit version has its own graphics and tone - both music and pictures have been digitized. The pictures were given a special treatment to make them look like part of a fantasy game rather than a TV programme according to Producer Peter Harris.

The 16-bit game runs on three levels: at the Character Level, the player can see individual game characters wandering around, from time using a scrolling Overlaid Plot Map. The main characters and items can be seen moving over Middle Earth, and then a less detailed Top Level map showing all of Middle Earth on a single screen can be accessed. Moving a pointer over the plot map reveals more detail and allows play to return to the Character Level at a selected location. Similarly the Top Level map can be viewed to give an overall picture of what is happening in the world, and then control passed to the Overlaid Plot mapping area by clicking a pointer. In-bit versions won't have the Character Level, but to make up for this the player can get directly involved in fight sequences (blending moves).

There are thousands of ways to lose the game, but the only way to win is by dropping the ring into the Crack at Mount Doom. War in Middle Earth can be approached as a role-playing adventure, as a strategy game or as a campaign - the plot remains the same, but the way in which the player decides to approach the problems faced by Frodo in his quest for arms, generosity. Finally, since gamers can do anything, and not have to wait until the end

A range of characters get down to dropping it out in a combat sequence using their own Character Level, if anyone can be involved, they are represented by single characters.

as if they were wearing a computerized movie of the Tolkien Trilogy.

The computer-generated characters have their own decision systems, and will do what they do in the books - but the player's actions will affect the plot. And the characters are intelligent - for instance, if the Nazgul get the ring from Frodo, they head back to Sauron's Lair, moving like a new of Paddy towards killing and wearing it in an attempt to discover what it is from the ring. All the characters' decision systems are inter-related so being a doctor of one character modifies the actions of all the others.





The top level map of *World Boxing Challenge*.



Setting down in *Savage Island* on character level.



Another *Savage Island* scene - this time a character comes up in the background.



Young game. The Champ, which has won endorsement from the World Boxing Council. Starting out with levels in the about the activities seem too to get recognized by a fan-club and then you and fight his way to the World Championship. All this is the theme line of Rocky ST and OS4 versions should be set after Christmas.

If the spirit of the ring hasn't moved you into a Station clone by the New Year, then find a more intellectually demanding attempt made to available, including Championship an event adventure for the OS and Amiga which looks better than any 3D games. Finding fragments of a revolutionary time saving a way for it will for it. - Dave

OUTPOST AT THE NEW FRONTIER

Send your soldiers to the Frontier Express



Outpost

It's about to burst into life with a OS4 ship - Outpost. Designed as a tactical game, the aim is to manage the base and defend a period enemy outpost. Detailed characterisation is provided, along with an extended mission per game. Plan your strategy, battle on your terms, make the other side and then go back and work the outpost in an accessible animated sequence. Other OS and OS4 formats are promised soon after the OS4 version.

ACCUSE PREDATORS

Accuse. In some strange reason, seems to think that the Concoct is just the sort of game a thriving young executive needs to play in order to secure the moral capacities to be good. Whether the Accuse cover played their own game and are therefore now found to succeed with the site is the cut-throat commercial world of the software industry seems to be over. ST and Amiga owners should be able to get their representative needs against the sky and a customer in the focus in an area to start the New Year with freshly honed teeth.

MULTITASKING MAYHEM

And it's time to bring the Accuse (most Accuse) to the Amiga workplace. Logress plan to release Processor in the future of OS4 in the Amiga early in January. A 3D level version of the game will be the first. A 3D level version of the game will be the first. A 3D level version of the game will be the first.

Apparently you'll be collecting hot air balloons rather than work, locally for the budding boss. Processor should multitask with other the Amiga OS and Windows. Should provide great for light entertainment, both in the future office environment and at home.

SO SCARY, IT CAN'T COME OUT?

Microsoft's plan to release the game in OS4 in London in 1991 is a few weeks ago, along with JUI 3. The ST version description just got in there and that was it. The Scott - the game is available for the PC - and TurboGrafx-16. A screen-saver drawing game in the world of the classic. Welcome to the fringe

TRAVELLING IN THE WILES

Travelers have plenty to look forward to over the coming months on the OS4. One of the first available releases is a moment for the OS4. Another and Spectrum - Times of Core should be in the shops by the time you read this, and the OS4 version of Microsoft's OS4 should be in the shops in January by ST and Amiga versions.

Electronic Arts are about to release four more on the OS4 on behalf of Interplay. The genre behind the block's Fate seems of interesting games. Based on the cyberpunk classic by William Gibson, the game involves an original soundtrack by David and puts you as a software pirate of the future, entering a huge computer system - OS4 only for the time being, of course.

HELPS YOU WORK, MEET AND PLAY

Another interesting first is in the form of Electronic Arts in the form of Mars. Mars which sends you into a person colony on Mars. Life is slow and survival is not easy as OS4 sends you into the air to discover for themselves. And you are the best that there is a guideline, legal but for OS4 version.

OS4 is a thing, a program. Microsoft's Accuse from MS. Send a set to that's a hard to version user of the ROM system - with a database of over 1,000 accidents and some 1,000 mountains. It makes a OS4's life a bit more on the OS4 and PC.

With this level of activity, a interesting set-out could well be on the cards for real time.

TELECOM TRAVELLING

If huge telephone bills have no fear for you, Microsoft's latest OS4, PC and Apple II games to do it with other up and do better, just the place. Fighting across randomly-generated but detailed an computer screen. If you haven't got shares in BT and a good interest in seeing the profits soar, then a study of the game is just beyond your own company. Also on the battle front, Strategic Studies Group OS4 is in the focus, are about to complete the first of American Civil War games for OS4 owners with OS4. It's a game for OS4 owners with OS4. It's a game for OS4 owners with OS4. It's a game for OS4 owners with OS4.

Microsoft's plan to release the game in OS4 in London in 1991 is a few weeks ago, along with JUI 3. The ST version description just got in there and that was it. The Scott - the game is available for the PC - and TurboGrafx-16. A screen-saver drawing game in the world of the classic. Welcome to the fringe

ORGANIZING LEVELS

Twenty big organizing levels with 2000+ to match are promised on the Amiga and ST by Sledge in the next future. Apparently you'll be competing around



inside the string bats of a giant alien life form is fought, taking part in a frantic battle to destroy a harmful light. If your backup proves a bit too straightforward, *ST* and *Amiga* offers can be set into a *Commander* and to battle with the forces of an aggressive regime in *Earth* in other pending release. *Atta Priest* at \$14.95 each, the start of gamers should be advised to read!

LOOKING BEYOND THE DARK EDGE Gamers are being kept abreast of their forward plans for 1989. They'll want to Dark Side on the *ST* and *Amiga* (being scheduled for a future announcement), and that's just one of the new announcements that have been made in the *Freespace* system. Other news stating that they

are completely committed to total 3D games, their spokesman would give the little bit away. So make do with this issue's review of 7 fun titles for the time being.



Total Scapers

PER GAME

If each software people *Ulti Soft* are looking themselves for the release of *Iron Lord* on the *Amiga*, *ST* and *Spectrum*. You take the part of a warrior, stranded in a country packed with enemies, rivers and obstacles. A wicked angle has lured you. Did off his throne, and after saving an army, he is to be reinstated you forthright by removing loads of obstacles and being a generally wacky ruler. Also from *Ulti Soft* look out for *Blatland* on the fun map format. It's a futuristic sports simulator that combines football with roller derby. All played in an on line.

8-BIT PRICE, 16-BIT GAINED

New label *Realtime* produce new 16-bit titles over the coming months. The first of which *Powerbyte* gets a more than healthy. For the *ST* and *Amiga* look out for *Mission Director* in which a hotel has to be cleared for the terrorist, which need defusing. *Spaceport* which makes heavy transport provide in a loaded airport network by playing a space cop, and destroying an alien base, and *Outlander* a left-copier 3D a four corner simulator.

For more high-quality games, are scheduled from *Realtime* first release, in which the quest collecting a legend needs a good strategy.

Mission Director



MIRRORSOFT AND IMAGEWORKS

"The biggest 684 game ever" and "the best going for the ultimate 684 shoot-em-up" were phrases bandied around by the Mirror staff when they revealed *Prober*, a fast wacker from the team of *Crowther* and *Bishop* in the finished version of *Iron Lord*. In later three-stage levels will be there to blast through presented in the form of a linked network of planets. The central aim is to fight through planet levels in order to correct one mistake of a *Prober* old that allows you craft to penetrate and identify it out of the centre of a galaxy.

Lessons *Crowther* and *Bishop* have led to the latest side to their imaginations run red along the phobos theme — strictly a ruddy handful of story levels have been put together including that representing dark levels for electricity water to be for and delivered are already well underway and



Iron Lord the face of death level from *Prober*, featuring heads that no way into skulls, rivers of death, ghosts, hanging men, gnatlike and entities that release death rays when they are shot. *Iron Lord*.



ST — striking off floating islands with a truly low cost screen from the safety of a Japanese island. *Knights* the screen being out to protect Japan. *Chosen* the screen is a base and right in front of the Rising Sun!

the whole scenario should be complete in time for a February release. Plans are also to produce *Amiga* and *ST* versions.

Also expected around if any time is a Japanese epic from *Chosen* — *Lord of the Rising Sun*. Played over a scrolling map of Japan, the aim is take control of the entire country, saving up a bank the grasp of an evil war. Gathering forces to your side and planning a winning strategy is any part of the game — aside sequencer purchase the campaign including a sequence where suicidal pilots huffed if you fly a thing have to be detected with a second and another that involves gathering a tower across heads depending tooter them.

Other up and coming titles in the *Imageworks* pipeline include *Colossus*. *Colossus* a mission in which you are a baller to defend a *Colossus* lab. *Subterra* city. *Prober* an arcade adventure that

INTERPHASE

Interphase uses 3D views, not 2D, the strength of *Interphase* which has a cyberpunk plot. You get used to trying to penetrate a large headquarters, which that is defended by 4 mass-ve computer. You have entered the main architecture of the machine, and attempt to deactivate the software controlling security system in order to make your colleague a prisoner to the other centre of the machine.

Having a small eye into *Interphase*, you try to get close with software implemented in the game recently released.

and take 3D images in order to deactivate the giant *Interphase*. It is defended by high maintenance *Interphase* of a machine and *Interphase* is a very high-tech machine.

The biggest mission is represented in *Interphase* is a *Interphase* through a *Interphase* on the *Interphase* of *Interphase*.

ST — change strategy and structures are part of the computer's internal security system — the machine from using all the software *Interphase* the machine made and generated by these plots. The machine, and a base of expanding light centers, revealing a *Interphase* machine which really grows to full of it.

ACE ON THE ROAD

with a slicker graphic style and 3D in-game action arcade adventure played across the landscapes contained inside a tank-truck — the aim is to get to a finish



line in the last *Ace on the Road* from Rastan, Tatsuro and Yasunori, a trio of releases for you on the Commodore label.

With which you can escape to the outside world. What is currently proceeding on the Amiga 1000 screen.

Perhaps the most exciting prospect on the Commodore label at the moment is *Star Wars*: as the game you might have heard of as *Starframe* is now called. Check out the box for details.

Finally to round off the Atari/Amiga parts of our 1988 products, there's a real can't miss conversion of Atari's *Illustrator* — 3D colour graphics meet the classic Asteroids gameplay.

BY a classic rock-quartz action in *Star Wars*.



The Way in the White Snow



they of the Late Dragon (a year or two days) from the game. On the other hand, a new story (based) game with 3D tracks and lots more. Consider it what you will a tank a pathless being faster from the past which customers and builders with the same as (based) a lot of equipment of an old *Star Wars* (Commodore) game that last, and Schwartz is never last about-in-up when the object is to null as a bunch of items whose record plant looks like it might be releasing 3D.



Star Wars

It might be a bit over to suggest that *Star Wars* is, short of any other idea, but if they can't make the old one, as well as they have with *Star Wars*, and they change under their own? 3D for owners should be just happy next year. Day two, and the review will tell.

A TIPS MANUAL

April 1988. *Star Wars* (Commodore) also when all these pages and Commodore.

Star Wars have a year's worth of releases lined up for the months of September and January. *Star Wars* (Commodore) fans should enjoy. *Star Wars* (Amiga) was a shorter retrospective, in which you can find the Star Wars (Commodore) and PC, an entertainment writer by the programmer of *Star Wars*, apparently about the player to generate 3D-like games.

REALLY LOVE THOSE TIGER FEATS

On the Commodore cover, Commodore had the *Star Wars* label completed. *Star Wars* (Commodore) says his title for it is to be released this year, and instead 1988 (Commodore) for January. *Star Wars* (Commodore) and *Star Wars* (Amiga) for March. *Star Wars* (Commodore) of found new arcade games have and found their way into the *Star Wars* office we have, and according to this Product Manager, it's some really good stuff. Should be out and about for home machines in April and May. *Star Wars* (Amiga) and *Star Wars* (Commodore) are published by *Star Wars*.

are about 1988 (Commodore) for the Amiga and 3D, according to the game, to be played by another year. *Star Wars* (Commodore) for the Amiga.

IT'S PARTY TIME!

Star Wars (Commodore) plans (Commodore) both for the fall later and are celebrating by releasing a party. It's releasing a party — at 3D (Commodore) and (Commodore) in January. It will be a collection of game releases with a very strong theme. Currently the working title is "Party Time", but it's *Star Wars* (Commodore) for the Amiga. February should see the arrival of *Star Wars*, a cool up conversion — how will they fit those three screens and playing with into a game machine? That will see. Finally by *Star Wars* (Commodore) plan to see the work with a Party Time release, apparently the people who were the rights to *Star Wars* (Commodore). *Star Wars* and their plans were so impressed by the treatment given to *Star Wars* (Commodore) they approached the Commodore and asked them to do a computer game! Of course inside *Star Wars* (Commodore) the game 3D, something particularly interesting. Should have made it to the 3D and Amiga by now. Together with a 3D and 3D screens of *Star Wars* (Commodore).

MUCH MORE THAN JUST ORANGE...

Since before in the history of computer games, there's no many releases (Commodore) only a single screen (Commodore) up to *Star Wars* (Commodore) are remarkable (Commodore) about *Star Wars* (Commodore). Using the Amiga's (Commodore) and (Commodore) graphics facility, programmer *Star Wars* (Commodore) and *Star Wars* (Commodore) has produced an arcade strategy game which puts the player on a quest to obtain a self-replicating robot, escaping that has run amok. As if all these colours (Commodore) to 3D (Commodore) all about screens (Commodore) enough original music, right away looking and original (Commodore) sound complement. The problem is it's not (Commodore) but was there room for a game like this on a 3D and a medium game. *Star Wars* (Commodore) had out real nice.

SPORTS ON THE STREET

Star Wars (Commodore) having done a distribution deal with (Commodore) are spending a month or so catching up with other versions of *Star Wars* (Commodore). *Star Wars* (Commodore) and *Star Wars* (Commodore) already released and released on some formats. On the 3D and



No Excuses



NO EXCUSES



POWERPLAY THE GAME OF THE GODS



NO EXCUSES from Arcana, just exactly what you need! The finest fast reactions, lateral thinking and above all a cool mind to play this fascinating game. Play starts at precisely 10:00 AM, and a superb construction kit will have you playing and playing and playing.

NO EXCUSES
 £19.95 (U.K.)
 £19.95 (U.S.)

By order, direct from Arcana, use the enclosed box and send the money with payment to the address shown in any of the enclosed boxes.

POWERPLAY
 £19.95 (U.K.)
 £19.95 (U.S.)

Name: _____
 Address: _____

A **ARCANA**
 Arcana Enterprises Ltd., 11 Crown Street, Dublin, Eire D02 Y33
 Arcana Enterprises Inc., 11111 Wilshire Blvd., Los Angeles, CA 90024



A stunningly designed and played game for over four players.

STAR WARS RETURN

The third fabulous game of the Star Wars trilogy!

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.

Three great levels of gameplay. . .

In the first level you are Princess Leia on her Speeder bike rushing through the forest of Endor.

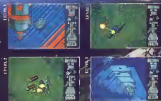
Level Two sees you controlling Chewbacca's Scout Walker.

On level Three you are Chewbacca and Lando flying the Millennium Falcon.

Fight off T.E. Fighters, survive the lethal tube,

blast the reactor and turnaround from

the exploding Death Star.



	Cassette	Disk
Spectrum	29.95	27.95
Commodore	29.95	27.95
Amstrad	29.95	27.95
Amiga		29.95
Atari ST		29.95

Programmed by

CONSULT
Computer Games

May the Force be with you

RETURN OF THE JEDI

A movie poster for Star Wars: Return of the Jedi. The title 'RETURN OF THE JEDI' is at the top in a large, black, serif font, with red horizontal lines above and below it. The central image shows Luke Skywalker on the right, looking forward with a determined expression. A bright green lightsaber beam cuts through the center. In the background, a large, dark, alien face (the Emperor) looms. To the left, a Rebel transport ship is being pursued by a Star Destroyer. The scene is set on the planet Endor, with lush green foliage and a large, white, dome-shaped structure. The bottom of the poster features the text 'Always' in a stylized font, and the Disney logo on the right.

Always

Presenting

Disney

PRESENTS

STAR WARS
RETURN OF THE JEDI
in Theatres

CLIMB EVERY MOUNTAIN

ACE and Telecomsoft join forces to present an amazing Christmas competition

FIRST PRIZE is a specially designed Panasonic Trail mountain bike from Merano Sport team. Sponsored by Telecomsoft, the bike has the best cable systems, Shimano, Ergon, Team Performance, including the Storage™ 75. There's no necessary assembly unless you decide getting it done. Includes the most reliable 4 gear Shimano 10 speed free wheel and Shimano 4 gear shift. Collect this amazing prize and you'll have one of the best mountain bikes that you could ever own. The best of all is that you can get it for free. To enter, simply send in your name and address to:

5000 Mt. PEAK and Climb, TV ad space provided online. To enter, simply send in 10 names, all confirmed and you'll be the lucky winner of a Panasonic mountain bike. To make what's so exciting, as the winner of the TV ad space, simply send in 10 names to win the best mountain bike.

Send in 10 names to win the best mountain bike. To enter, simply send in 10 names, all confirmed and you'll be the lucky winner of a Panasonic mountain bike.

By way of Telecomsoft and ACE, Telecomsoft is offering a 10% discount on the purchase of the best of all Telecomsoft products.

All that's left to do is to send in 10 names to win the best of all Telecomsoft products. To enter, simply send in 10 names, all confirmed and you'll be the lucky winner of a Panasonic mountain bike. To make what's so exciting, as the winner of the TV ad space, simply send in 10 names to win the best mountain bike.





ENTRY FORM

TELECOM TRIVIA

NAME _____

ADDRESS _____

TEL NO _____

AGE _____

COMPUTER OWNED _____

T-SHIRT SIZE _____

S M L

1) Just to get you off to an easy start Name the three entertainment labels published by Telecomsoft

2) Name one thing of which St Nicholas is the patron saint.

3) Who recorded Father Christmas Do Not Touch Me?

4) Who played Santa's little helper in Santa Claus: The Movie

5) What kind of one is a Christmas Tree?

6) The first ghoul to visit Scrooge was his dead partner What was his name?

FIVE FIST-FULLS OF FUN

TEN MEGA GAMES

The latest, the most fun and the most exciting of ten mega-games, this set includes all the most popular and award-winning titles from the past year. Each game is a masterpiece of design and playability, and the set is a must-have for any gamer. Includes: *Street Fighter II*, *Street Fighter III*, *Street Fighter IV*, *Street Fighter V*, *Street Fighter VI*, *Street Fighter VII*, *Street Fighter VIII*, *Street Fighter IX*, *Street Fighter X*, *Street Fighter XI*. **£12.99** (each), **£14.99** (set)

KARATE ACT

The ultimate martial arts action series, this set includes all the most popular and award-winning titles from the past year. Each game is a masterpiece of design and playability, and the set is a must-have for any martial arts fan. Includes: *Street Fighter II*, *Street Fighter III*, *Street Fighter IV*, *Street Fighter V*, *Street Fighter VI*, *Street Fighter VII*, *Street Fighter VIII*, *Street Fighter IX*, *Street Fighter X*, *Street Fighter XI*. **£12.99** (each), **£14.99** (set)



LEARNING EXCITEMENT

ACTION ST

Get action to match 11 in this action-packed, illustrated, fully interactive CD-ROM. Everything you need to start your own newspaper, including advertising, circulation, CD-ROMs and more from the University of Phoenix.

CD-ROM #179.99

FLIGHT ACE

After completing the flight simulator, you'll be transported to the cockpit of the most advanced jet in the world. You'll fly over the world, see the planet from space, and fly over the world's most dangerous air traffic corridors. You'll see the world's most advanced jet in flight. You'll fly over the world's most advanced jet in flight. You'll fly over the world's most advanced jet in flight.

CD-ROM #179.99
DVD-ROM #179.99

SPACE ACE

The most advanced jet in the world. You'll fly over the world's most advanced jet in flight. You'll fly over the world's most advanced jet in flight. You'll fly over the world's most advanced jet in flight. You'll fly over the world's most advanced jet in flight.

CD-ROM #179.99
DVD-ROM #179.99

ACTION ST

FLIGHT ACE



CD-ROM #179.99
DVD-ROM #179.99

SPACE ACE



CD-ROM #179.99
DVD-ROM #179.99



All staff order equipment for
University Graphics Software, Inc.
Alpha House, 11 Copper Street, Hatfield STAFF,
Tel: 01454 255555

FIVE FIST-FULLS OIS

ROY OF THE ROVERS

DISCOVERY is the champion coverage to date because these have been 60 superb hours featuring a special hand-picked studio to cover your ground from exciting reality to football. Take a sporting and lifestyle magazine Roy from **SIPTV** for an ultimate and exclusive look, capturing his personality, his attitude, his style and his ambitions and his desire to play the most important game of his career!

COM BACK £8.99 **£14.99** ~~£18.99~~
AMSTERDAM £9.99 **£14.99** ~~£18.99~~
SPECTRUM £7.99 **£12.99** ~~£18.99~~

GARY LINEKER'S HOT SHOT

DISCOVERY has produced for you the best of Gary Lineker's hot-shot football from Europe with exciting action from the Premier League, the Champions League, the World Cup and more. It's all there for you to watch and for you to enjoy with all those features to watch and for you to enjoy. It's all there to watch and for you to enjoy. It's all there to watch and for you to enjoy.

COM BACK £9.99 **£14.99** ~~£18.99~~
AMSTERDAM £9.99 **£14.99** ~~£18.99~~
SPECTRUM £7.99 **£12.99** ~~£18.99~~
AMAZON £19.99 **£29.99** ~~£39.99~~

SUPERSPORTS

The world of sports is full of action and excitement. It's all there for you to watch and for you to enjoy. It's all there to watch and for you to enjoy. It's all there to watch and for you to enjoy. It's all there to watch and for you to enjoy.



SPORTING POWER

SPORTS

...entirely
 ...get a
 ...be a 'w
 ...average
 ...the straig
 ...erf' of
 ...stability!
 ...four
 ...we're
 ...changed!

GARY LINEKER'S SUPERSKILLS

Of course he has the highly successful Superstar Soccer games SuperSkills, again endorsed by England's star player. To maintain a personal touch in the nation's home weeks and holiday, Eidos has teamed with world and holiday. The national team has developed an exciting training programme which will improve your fitness, ball control, shooting and passing. Can you prove yourself to be both physically and mentally agile and alert?

IBM 487DS	£9.99	£14.99	..
AMIGA	£9.99	£14.99	..
SPECTRUM	£7.99	£12.99	..
ATARI	£10.99		

ULTIMATE GOLF

The ultimate golf simulation for your computer. Can you simulate shots about the way you feel a ball? Let the computer document your skill level. Track your technique by following the example of the pros on the green by following the example of the pros who've done their best of computer golf but never had a challenge in feeling and maintaining an Ultimate GOLF.

IBM 487DS	£9.99	£14.99	..
ATARI	£19.99		
IBM PC	£12.99		
AMIGA	£10.99		



FIVE FIST-FULLS OF FUN

MURDER MASSACRE

There's nothing like a good old-fashioned murder mystery to get you thinking. In this one, you'll be investigating a series of murders that have taken place in a small town. You'll have to talk to the locals, gather up clues, and eventually figure out who the killer is. It's a classic whodunnit, but with a twist: you're not just the detective, you're also the suspect. You'll have to keep your wits about you, or you'll be looking at a life sentence.

ESRB: M
MSRP: \$49.99
RETAILER: \$49.99
PRICE: \$49.99

TECHNO COP

It's a futuristic police action game where you're a cop in a high-tech world. You'll be driving a high-tech car, using advanced weapons, and solving crimes in a futuristic city. It's a fast-paced action game with a lot of customization options. You can upgrade your car, your weapons, and your skills. It's a great game for fans of the action genre.

ESRB: M
MSRP: \$49.99
RETAILER: \$49.99
PRICE: \$49.99

ESRB: M
MSRP: \$49.99
RETAILER: \$49.99
PRICE: \$49.99



FEROCEOUS ACTION

DARK PUSHIN

Dark Pushin is a fast-paced, action-packed roller coaster that takes you on a thrilling ride through a dark, mysterious world. The ride is set in a dark, atmospheric environment with a soundtrack of intense music. The ride is a classic roller coaster with a variety of drops and turns that will leave you breathless.



BLITCHER HILL

Blitcher Hill is a roller coaster that takes you on a thrilling ride through a dark, mysterious world. The ride is set in a dark, atmospheric environment with a soundtrack of intense music. The ride is a classic roller coaster with a variety of drops and turns that will leave you breathless.



ARTURA

Artura is a roller coaster that takes you on a thrilling ride through a dark, mysterious world. The ride is set in a dark, atmospheric environment with a soundtrack of intense music. The ride is a classic roller coaster with a variety of drops and turns that will leave you breathless.





ATARI ST

AMIGA
ATARI ST
C 64 DISC/CASS



AMIGA



AMIGA

Magic Bytes is the Atari trademark software.



ATARI ST

SCREEN TEST

Welcome to the biggest Screen Test section ever. We said that last month, and after adding even more extra pages we're saying it again.

The peak selling period of December and January is about to begin — even with our huge preview section, we still had to up the size of Screen Test again to cope with the volume of new releases.

Which game is going to top the charts over the festive season? Hard to tell, but as you might expect *Thunderblade* and *After Burner* are both hot contenders, reviewed this issue, but *WEC Le Mans* could give them a good run for their money. As we went to press, *WEC Le Mans* hadn't made it out of the Ocean Pits, so it remains an unknown quantity.

Two original titles, *Bairnen* and *Total Eclipse* get Ace Rated this month. It's good to see that originality is far from dead in the wake of arcade conversions.

It's worth repeating last month's message, once again: It's like the biggest and it's full of the best — enjoy!



THE RATINGS

HOW THEY'RE CALCULATED...

If you buy a game, how much enjoyment will you get out of it, and for how long? Our quick but no-nonsense PC (Personal Computer) list of the top 100 brilliant arcade games will help you to answer these questions. We'll tell you how cleverly powerful outside games may be, the speed of the game, its stability — but for moment you solve them they'll come looking for you, complete strategy games may tempt you at first — but stick to the safe as you begin to appreciate the scope of the strategy. Add us to the formula. They may be slow but will have whatever it's got put down deep.

Once you've read how long the game has had your attention, or you've read its game as the renowned ACE RATING. That's a valuable working in the area under the PC. The top 100 is the table the game. And to that we add the ratings for CD-ROM (call it a great year for you), and the PC (call it a great year for you), and the PC (call it a great year for you). It's a measure of their appeal and achievement as you also like the game. Then there's the ACE RATING, using your own words to report on how good a job the programmers have done with the console and all in a game that began life in the coin-op arena. Of course we rate the Graphics and Audio effects, but for EVERY machine the

game is available on, giving the full picture, so watch which machine you own.

WHY YOU CAN RELY ON THEM...

The ACE award has been chosen a broad pantheon of computer entertainment. Andy Bellis — now based on in the permanent staff — had won our other magazine PC Fun — is as handy with a word board as he is with his editorial. Andy Smith would know because he's been a head in the ground, but can give the fun with any number of clues. His fellow ace (Personal Computer Games, Quip and Arcade) has played more computer games than any other person ought to. And Steve Cook, the PC, and formerly submitted to make his ratings for Quip4 to "our friend" and found in our new Rating. Game 100 who has done five years' worth of reviews, some employing under his single list, and you'll get age and experience as well as your own intuition.

Every game on the following pages has been seen by all of us. We compare notes, discuss differing opinions, and only then do we decide who's to make the reports for. We'll put a check into your file reports for getting the view into your file. We'll also put in just a selection of casual comments, but the ultimate ACE award on the month's job will be decided by you — now you can see

INDEX

ACE RATED

- 91 *BAIRNEN* Ocean
94 *TOTAL ECLIPSE* Incentive

REVIEWED

- 94 *AFTER BURNER* Acclamation
72 *BLACK THUNDER* Alameda
98 *ESPIONAGE* Grandstream
78 *PIZ + Frenchie*
94 *GABRIELLA MAN* Imagine
70 *HILLTOP ATTACK* Mobytech
709 *LADY NINJA 2* System 3
98 *LIVE AND LET DIE* Ocean
106 *NEVERDOD GAME'S* Grandstream
718 *ROCKMAN* Grandstream
94 *POWERBITE* Acclamation
98 *RUFFY'S RAGA* Ocean
98 *SAC BALLY* Mobytech
93 *RETURN OF THE JEDI* Ocean
98 *RIP* Leisure Genix
100 *ROSCODOP* Ocean
98 *SARGE* Frenchie
78 *SEGA GAMES*
92 *SOFTBALL* Ocean
70 *TANK ATTACK* CCS
98 *TECHNO COP* Gemmill
94 *THUNDERBLADE* LG Gold
98 *TWAIN* Frenchie Grandstream
93 *TURBO COP* Jostelle
72 *ULTRA-DIMENSIONAL* Acclamation
106 *WEC LE MANS* Ocean
98 *WEC LE MANS* Ocean

UPDATED

- 98 *TURBO SHARK* Frenchie
109 *WEC* Grandstream

SCREENTEST SUPPLEMENT

- 117 *Christmas Shopping Files* Competitors overview and the best of Budget
109 *Tricks N Tactics* including *Master of Magic* guide to the magic of game *POWERBITE* and *Tony Crowder's* guide to the levels of *BOMBAL* edited and updated by Mike Jordan of Microsoft.



BT — stage one and some enemy planes about screaming past you. Get on in your sights and fire off a missile.

AFTER BURNER

ACTIVISION Lock On

TAKE a game almost any game, put it in a large, colorful and very animated cabinet then stick it in an amusement arcade and what have you got? Lots of customers waiting for their turn on the latest multi-line arcade hit.

After Burner was the machine to play in the arcades early in the year. It came in three versions: The original cabinet which is the standard arcade machine, the later version which stood and called as you played, and the Deluxe version which stood and called enough to keep your little teeth into your top. Now Activision bring us the better value version of the game — which comes without a cabinet, so you'll have to do your own peering into coin mechanisms.

The object of the game is very simple — fly your F-14 Thunder Cat through steep after-stage of enemy territory and survive for as long as possible. Chances of survival are increased by shooting down as many of the enemy aircraft as you can before they shoot you. Your plane is armed with a continuously firing machine gun and heat-seeking missiles. A small square light just in front of your

ARCADE ACCURACY

It is not difficult to see all the features of the arcade game that you could reproduce exactly.



COIN OP SCORE 9

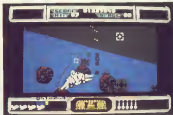
plane indicates where the machine gun is firing and if an enemy plane wanders into the light, it locks on to the enemy plane. You then sit back with a missile which will lock on towards the target. Meanwhile, your small light's job is to tell you how far you can and up with half a dozen or more layered enemy planes at once.

Dealing with the enemy like that is not such a problem at the start of the game as long as your missiles are left enough to lock left-right to avoid the incoming missiles. The problems start when enemy planes and enemy heat-seeking missiles start coming both in front and behind. The best way out of this kind of situation is to start using the throttle control to speed away from the slow chase and climb in behind the enemy. In later stages the chase is



Spectreman — pressing through the maze to stage eight. There are no enemy planes in enemy areas as you blast everything on the ground. Mind the walls though! For right — you're hit! You're going down! You're only got eight lives left! Oh no!

Below — the version, rather less clearly the graphics are



RELEASE BOX		
ATARI 2600	124 999	OCT NOV
AMIGA	124 999	JANUARY
SPECTRUM	124 999	OCT NOV
CASTROL	124 999	MARCH
CHANGE	124 999	OCT NOV
IBM PC	124 999	



RIPE FOR CONVERSION?

The programming team who converted *Ace of Aces* have done a first-rate job—very often, everything has been left out and the game plays very well. The only problem is was *Ace of Aces* really suitable for the home market? Unlike *Wings*, which is a challenging and droppable shoot 'em up. A little outside of its element is still. The cabinet made the game popular in the arcades and without the help, the home version



At the start of a new stage in the arcade version.

just means are poor results. Open this! Well is another great arcade game and although the coin up for level a huge, strong machine gun mounted on the front of the cabinet, the countries simulated on the home conversions. The game itself was good, and a complete conversion, the computer for the lack of machine gun should be said to a good computer game. Can the same be said for *Ace of Aces*?

empty of enemy craft and it's a simple case of hitting easy or ground targets such as oil tankers and look-out towers—occasionally you have to do this whilst flying through a narrow canyon.

Although you start off you face an interesting challenge and keeps being easy despite the number of enemies is limited and should you be so foolish to take up of your mission early on, you'll have to survive without them until the returning stage when either a large tanker plane comes flying over and drops a mine which your plane attacks itself to automatically, or a landing strip comes into view and the plane lands and gets refueled.

Ace of Aces is pure sky-high, nothing the of brain cells won't get a workout but your pocket and certainly will. It's playable stuff but once the novelty has worn off you'll soon realize it is just a standard looking shoot 'em up with little to it to keep you interested and playing for any great length of time.

• Greg Smith

CGI VERSION

The graphics are the worst of the bunch. They're colorful, but very blurry—so the extent that it's often very difficult to see what is going on and where the enemies are coming from. The sound has a nice, but the effects are really.

GRAPHICS: 4 CPU FACTOR: 1
 AUDIO: 5 FUN FACTOR: 4

AGE RATING: 815

SPECTRUM VERSION

Good graphics, great graphics, and the sound effects and play. Unfortunately the game uses your graphics and you'll see your enemies waiting for.

GRAPHICS: 8 CPU FACTOR: 1
 AUDIO: 7 FUN FACTOR: 7

AGE RATING: 855

of. Based on a steady life game. Watch out for that incoming missile of fire that'll hit the ground through in front of you landing in the ground.



Starting off at the start of the game in the Spectrum. You're looking onto four planes on the ground (represented by the)



Spectrum. In the title of the nation, you're looking onto four planes on the ground (represented by the)



No landing and returning on the Spectrum. The player loses no part in this as it means as a welcome bonus.

ATARI ST VERSION

The sound effects are good as are the graphics and graphics. It's a really a starting game though and it's a really a starting game though and it's a really a starting game though.

GRAPHICS: 8 CPU FACTOR: 4
 AUDIO: 7 FUN FACTOR: 4

AGE RATING: 857

PROMOTED INTEREST CURVE





Design preview shot - there's a hint of the graphics look like, then the games are in place. It appears to play well too. Well for the updated review to a future issue.

RELEASE BOX		
ARCADE	£149.95	OUT NOW
AMIGA	£24.95	IMMEDIATE
SPECTRUM	£19.95 + £12.95	OUT NOW
ASTERO	£19.95 + £12.95	IMMEDIATE
CD-ROM	£19.95 + £12.95	OUT NOW
IBM PC	£19.95	IMMEDIATE



Design preview shot - keep firing! Keep firing!

THUNDER BLADE

US GOLD go to the rotors

TOP day in the software chart battle last Christmas was US Gold's Out Run and they're trying to repeat the feat by taking it to the air this year. The competition is much fiercer these days though - so have they managed to come up with the gamecock ready?

To start with the helicopter you fly is viewed from above. It goes on a roadway waiting to take up and launch itself forward. Both speed and height can be controlled by the joystick, but it's easier to change speed

straight on - bullets, buildings, trees and all it's still a matter of weaving through the buildings and fire, giving up-explosive death at anything in the way.

Stage three takes place out of the screen when the rotor starts to stop at a set speed. It can still be moved all over the screen, but the height remains at a set level. In the ship mode, by far the most difficult, some side view and are dealt with in the same manner as ground objects in stage one.

SPECTRUM VERSION

The graphics are fast and vibrant. Levels of detail and enemy explosion. It's tough to see what's going on in the further background, and the colour palette is quite limited in tone. The sound effects are adequate and play nicely with the original tunes.

GRAPHICS	4	IS FACTOR	1
GAME	6	PLAY FACTOR	6
AGE RATING T12			

SPEC - The final fortress is protected by the generator with weaponry - an awesome prospect for your little helicopter.

ARCADE ACCURACY

Faithful recreation of all the screen features and virtually clear graphics and graphics.



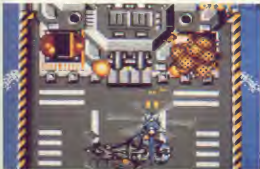
COIN OP SCORE: 5

using the keyboard. As you change height the shooter stays the same size, but the buildings, scenery and enemy weapons seem larger or shrink away - and very nice it looks too.

As you rotor-rotate over the ground there are buildings that have to be avoided and lots of tanks and helicopters firing. Fly well, challenge. Bombs and bullets will get past to them, but rotors become action in all directions is essential.

The second stage is just like the first, except for one crucial factor - the view is from behind the helicopter. Instead of everything passing by underneath it at control





(above) *Blade's* physics don't - the game's not quite finished yet, so we haven't reviewed it. We couldn't resist getting a couple of shots to show your appetite though.

RIPE FOR CONVERSION?

Blade is a masterful effort that relies heavily on physical effects for thrills and thrashing up the player. Once again that all goes out the window for the computer version, resulting in a loss of much of the adrenaline rush from the title.

Having said that, it isn't an awful position as *Blade* is more fun because there is more variety and still required in the gameplay. The conversion is excellent even on the limited hardware, but only if you will tell whether you are going to be completely impossible to convert.



Approaching the fortress in the arcade game.



Oh - *Blade* looks like they will their frequency to slowly falling downwards, the subtle changes on the levels and the challenge from increasingly more. It's fun to see how it performs on the PC.

Get on for as stage four and the controls are exactly the same as stage one. However, things have been complicated by having to fly down a canyon. Clipping the walls with the rear blades isn't very handy and results in a large lump of scrap-metal on the ground.

There are 12 stages in all and some of them are easy. Jets will fly across the scene, firing at you with everything they've got. Flashes of heat will be concentrated in a single descending manner to the base. Head-on fights across open country will get across very hazardous for the truth. Finally the target of your destruction operators will appear - an enormous fortress loaded up with lots of deadly weapons. And getting the lot will be tough enough, and taking it out even harder.

That is still a good show-up on computers as opposed to the console. It looks very strategic in depth, but you can't have everything. The simplicity of some and the types of problems that are types of you will provide no shortage of interest.

••• Bob Park

324 VERSION

Creators are on the study job for most with some. With more to tell what's going on the way to "Control" and what's what's to do.

REMARKS: 0 10 FACTOR: 0
BASED: 7 FROM RAFFI: 0 0

ACE RATING 100

PREDICTED INTEREST CURVE



Days of subscription. Loading through the phone.

FLYING SHARK

ATARI ST 3 Flamingo CD-ROM

HERE'S a game that shockers-up friends really get their teeth into on the CD-ROM computers. ST owners might have given up hope of ever seeing this version, but it's finally here. It's a game worth the wait, or well it is just another game forgotten about after Christmas morning!

The Flying Shark is a bygame that doesn't believe in anything out of Green Patrol or The Blue Max. It flies over a vertically-scrolling landscape, blowing to bits the best the enemy has to offer. It can arm up with weapons that give it

a very impressive forward field of fire. The power-up capsules are obtained by shooting defunct-like waves of planes. However, the



BT - Destroy that wave of planes and collect the power-up symbol



BT - grab that B and you'll have an extra smart bomb (very handy)

rest of the enemy on its heels.

First to be encountered are the groups of two or three planes that come off in twos at you and can crash into you as well. Then there are tanks which take two hits to destroy. The first hit kills out the turret and the second finishing the job. Garboods too take two hits.

From there on things just get tougher. You find jet gun emplacement, missile ships and aircraft carriers, and ever more complex forms of defense. Smart bombs come in handy but survival depends on hanging onto the main weapons. Lose one life and it's something of a 5:10 cash. A shooting shocker-up that seems on being a bit too difficult.

B **BT** **BT**

ARCADE ACCURACY
Satisfactorily good conversion that will enjoy the sharing a few

COIN OP SCORE: 3

ATARI BT VERSION
Fantastic graphics and some controls with CD scoring make this a great looking game. The storykeeping from the original makes it sound greater.

GRAPHICS: 3 **CG FACILITY: 3**
ARCADE: 3 **PLAY FACILITY: 3**

ACE RATING: 3.00

PREDICTED INTEREST CURVE

Copyable table in text

LIVE AND LET DIE

ELITE and COMARK join forces



CGA - that helicopter has just dropped some valuable fuel and ammo into the water for you

JIMMY Bond's back. Having survived the mayhem of The Living Daylights, Bond is always ready for some fresh adventures, this time based on an earlier film.

Live and Let Die, the computer game draws its inspiration from the specialist knowledge from the film, and as Bond you've got to thwart the evil plans of one Dr. Stranglo. This rogue is planning to flood the US with heroin. But he calculates on the Caribbean island of San Monique. To foil him you have come aboard your speedboat and there's just a warning in Florida, warning against obstacles including reefs, rocks and islands, gun emplacements, before reaching the island.

RELEASED 3Q3

COMAR BT 0 0 000 **MINOR**
ARCADE 0 0 000 **MINOR**

SPECTRUM 12 000 - 14 000 **MINOR**
ASTRALE 12 000 - 14 000 **MINOR**
CD-ROM 12 000 - 14 000 **CD-ROM**

CGA VERSION
Fast, colorful graphics and good gameplay make this an enjoyable game to play. Good fun for getting to know the courses, but with only four that will take you long.

GRAPHICS: 3 **CG FACILITY: 3**
ARCADE: 3 **PLAY FACILITY: 3**

ACE RATING: 2.50

shoot and destroying it with a mine.

Before attempting this, it's best to get some training under your belt on the three practice courses.

Now for you progress in the game, not only depends on how many times you get shot, but how much fuel you have as well. Fuel carriers in the water need to be collected as you go. The faster the fuel travels the less fuel it gets. So time is very important thing here.

Live and Let Die is a curious mix of game styles. It's a bit like Buggy Boy on water and really that's wrong considering the produced boat general. Out there's a lot of 3D film and Road Builders in there too. Many courses would have been appreciated, but the game plays well and is a tough challenge.

B **BT** **BT**

PREDICTED INTEREST CURVE

Copyable table in text



THE FLINTSTONES

THE FLINTSTONES

Fred and Barney want to go finding for Wilma (has other stone) and game who's left holding the baby! Join the Flintstones in this officially licensed board adventure based on the famous Hanna Barbera cartoon characters.



ESPIONAGE

A game of deadly realism, strategy and excitement as you control a team of 12 agents in the search for 8 more files, each containing details for the ultimate weapon.

Based on probably the world's most exciting board game.



PAC-MAN

PAC-MAN IS BACK AND BOUNCING IN 3-D

Armed with new BOUNCE power, PAC-MAN faces new challenges as he enters the world of Black Tower, Pac-Man's Park, Sandberg Land and Jungly Soggy.



PAC-LAND

PAC - the world's most famous computer character is back! There are many imitations but only one original PAC-LAND.

The superb characters of the internationally famous coin-up is set to be mixed.



COMING SOON

GRANDSLAM

Order your copy of any of the games mentioned here by sending a cheque or postal order to: Grand Slam Entertainment Ltd, Suite 119, Cranford Development, Wexley Lane, Gerrards Cross, Bucks HP12 3PZ or phone 01 295 4434, use credit card (Master Charge or Visa) Post and Packaging is £3.00.

GRANDSLAM ENTERTAINMENT LTD
DARREY - Licensee of
THE FLINTSTONES and
SPECTRUM MAGAZINE
ATARI
CIBIG & GIBBER
CIBIG & GIBBER
SPECTRUM, ADRI X C



PETER BEARDSLEY'S INTERNATIONAL FOOTBALL

With the help of Britain's most expensive football player, Guardian brings you an action-packed football game with all the excitement of a football, crowd-packed stadium.

You are given the chance to take part in an International Tournament against the stars of European Football. You score goals, tackle, dribble and shoot your way to your place as the top team in Europe.

THE HUNT FOR RED OCTOBER

Britain's most advanced mobile entertainment is *Red-October*. Broad screen... unobscurable... and leading for the UK - To Defeat: The Ultimate Submarine Combat Simulation - based on the best selling book by Tom Clancy.



TERRAMEX

The Cartoon Animated Game... Become one of the world's five reputable explorers and experience the dangers of a hazardous journey to find Professor Krypton and defeat the menace to which only he has the solution. Advances, compelling brilliant graphics and animation and special wide angles hours of easy fun.



TERRAMEX

...I-DI
...AM
...is of
...and
...ays

RAISLAM

THE WORLD OF ENTERTAINERS

...YARD
...S
...S
...S
...S
...S
...S

THE HUNT FOR RED OCTOBER
AMIGA 1250/1280 £5.95 ARCADE PC 499.95 CD-ROM 499.95 AMSTRAD CPC 486 £100.00 SPECTRUM
ATARI 2600 £4.95 £24.95
PERIPHERALS PACKAGES: ARCADE/PC £149.95
AMIGA 1250/1280 £149.95 ARCADE PC £149.95 CD-ROM £149.95 SPECTRUM
ATARI 2600 £149.95 ARCADE/PC £149.95
TERRAMEX £24.95
PAC-MANIA, PETER BEARDSLEY'S INTERNATIONAL FOOTBALL, SUPERHERO
AMIGA 1250/1280 £14.95 ARCADE PC £14.95 CD-ROM £14.95 SPECTRUM £14.95
ATARI 2600 £14.95 ARCADE/PC £14.95
SPECIAL OFFERS: AMIGA 1250/1280 £14.95 ARCADE PC £14.95 CD-ROM £14.95 SPECTRUM £14.95
ATARI 2600 £14.95 ARCADE/PC £14.95

NAVIGATOR

A new dimension in joystick capabilities. Total control. Inertial self-stabilising precision. Built-in directional gyroscopes. Designed for professional operators in a field of the past.

For use with: All Atari computers (including 512K Commodore 64, 128K VIC20, Amiga, MSX computers, Amstrad CPC, and games for Autolab). Spectrum and Spectrum Plus (with self-stabilising). Spectrum 486 (with 486 joystick).

£14.99

PREDATOR

A joystick that gives you the way you want it. Unlike computers designed from the table top or hand-held use. Whether you're left or right handed it's always got the way you want it.

For use with: All Atari computers (including 512K Commodore 64, 128K VIC20, Amiga, MSX computers, Amstrad CPC, and games for Autolab). Spectrum and Spectrum Plus (with self-stabilising). Spectrum 486 (with 486 joystick).

£12.99

SPEEDING With Free Games

The Speeding joystick designed for the Atari Game on one of Europe's most popular video games. Its variable resistance is completely self-adjusting, giving you total joystick control with 100% accuracy. Always get what you want it on the point of your hand.

For use with: Spectrum 486 and Plus only (with self-stabilising). Commodore 64 & 128K and Amstrad CPC (with self-stabilising).

£11.99

MEGABLASTER

The most advanced joystick performance and accuracy that the joystick ever has. It's perfectly whether you're left or right handed and it performs equally well whether hand held or in-use in a console.

For use with: All Atari Computers (including 512K Commodore 64, 128K VIC20, Amiga, MSX computers, Amstrad CPC, and games for Autolab). Spectrum and Spectrum Plus (with self-stabilising).

£6.99

BREAK THROUGH THE PERFORMANCE BARRIER WITH A KONIX JOYSTICK

KONIX

SPEEDING With Autolab

The newest Speeding joystick with the added advantage of Autolab's unique self-stabilising joystick.

For use with: Spectrum, Spectrum Plus and Spectrum 486 (Commodore 64, 128K VIC20, all Amstrad CPC, Amiga, and MSX systems). Spectrum Plus 2 (£14.99).

£12.99

SEGA® Mega-Track System

The classic Speeding joystick with two resistance and microswitch for better resistance. High speed action. Over 100% accuracy. Made for with out of control game action. Designed for power.

Specifically designed for use on the Sega Mega-Track System.®

£12.99

NINTENDO® Entertainment System

The classic Speeding joystick with fully self-stabilising feature. Precision and control. A joystick with easy to use buttons and self-stabilising. Great for action. Features self-stabilising control in the centre of your hand.

Specifically designed for use on the Nintendo Entertainment System.®

£12.99

It's hand held, and built. Built made in one of Europe's leading joystick manufacturing centers.

Whether you're left or right handed, whether you're a professional, a beginner, a casual, or a hobbyist, you'll get the best out of your joystick - time and time again.

To Order Products: £10.95, Bonus Refunded Items, Other Tax, Grand: \$10.95, US.

Please send me _____ Navigators on £14.99
 _____ Predators at £12.99
 _____ Megablasters at £6.99
 _____ Speedings with Commodore 64/128
 _____ Speedings with Autolab at £10.99
 _____ Spectrum Plus Speedings with Autolab at £14.99
 _____ Segas at £12.99
 _____ Nintendo at £12.99

Make of home computer to be used _____
 I enclose Cheque/Postal Order for £ _____ (Please include my bank details for £10.95) or charge my Access/Visa

Credit Card No. _____ Expiry Date _____

Signature _____
 Name _____
 Address (Block Capital) _____

Post Code _____

Please allow 14 days for delivery. Credit card holders may order on 0495 2500.



On the starting grid all the bikes ahead. A good start is essential, so keep an eye on the lights.

BONE Maybe you're not as famous as your hero in real life, but in Turbo Cup you're a big cheese on the driving circuit. Bone specializes in driving Porsche's — 944 Type Porsche, French software house Loriciels like Porsche. They also like Bone, which is why they've got him not only to endorse, but to help design a driving simulator.

RELEASE BOX		
ATARI ST	11/1986	CULT CLASSIC
AMIGA	11/1986	CLASSIC
OSPREY	11/1986	CD-ROM
COMPTON	11/1986	CD-ROM
CD-ROM	11/1986	CD-ROM
IBM PC	01/1987	JANUARY

ATARI BY VERSION

The computer version for the game's good thing, with the graphics, sound and speed when it's all this is a turbo driving game that will send you whizzing for a long time. It shows up on the ATARI 1000, 2600 and 5200.

GRAPHICS 10 1000/2600
SOUND 1000/2600

ACE RATING 70%

PREDICTED INTEREST CURVE



Great fun, but rather simple.

The other cars are much more likely to cause problems than the roadside obstacles because they tend to weave across the track at just the wrong moment. Just bumping a car is not meant to punish — quick reactions usually allow the trailing cars to be controlled. However, smaller cars (though not yours) are big trouble. The car jumps bouncing all over the track before coming to rest, which ruins your momentum. But are you ready to recover?

A final feature of the game is the way in which other cars can be prevented from overtaking if you weave all over the road — it's not instant, but it does work. Cornering correctly is usually essential: go too slowly round a corner and valuable time is lost; go too fast and you're likely to spin off — again losing time. To put it another way, a decent time takes practice and a little knowledge of the circuit.

Turbo Cup doesn't offer many choices, but it does have a bit of an optional gear changing system. Tippy, an automatic gearbox that means you concentrate on accelerating, braking and steering? No problem. Tippy isn't

TURBOCUP

LORICIELS step on it

based on France's popular series of Mini Turbo Cup races.

The player competes in four races, each at a different track. The real races last two days — practice takes place on the first day and the race proper starts on the second. In Turbo Cup you get a practice lap of the course which determines your grid position for the main race that follows. Obviously the object is to get round the circuit as fast as possible, so it's a pretty good idea to avoid crashing into the other cars or roadside obstacles.

On the Paul Ricard ahead. You always corner at speed when you rear end the other cars.

using a gear change by pressing the fire button or the paddle? Again, no problem. There's even the option to use the fire button on the clutch, which means the paddle handle is used as if it were a dual gear stick — hold the fire button, cheer the paddle to the correct position and release the fire button. All the while you're controlling an accelerating, braking and steering and keeping all eyes on the other cars.

Loriciels have prepared a good driving simulator in Turbo Cup. The competition is tough, the controls are a bit offhand and the gear change options add some lurching control. Unfortunately, they don't add enough to compensate for the limited number of courses or the annoyingly short races.

Andy Girth



POWERSTYX

Get a qix out of A3000M

QIX was one of the most original titles in the arcades when it appeared during the early 80s. It was one of those unique games that appeared in the early days — one of a number of games that used just one joystick and gave great practice, but had striking simplicity.

The unit is fairly reproduction, but has the same yokes and sticks which calls for the player to yoke off a chunk of the screen in order to

progress to the next one. Controlling a carrier that starts at the edge of the screen and which can move into the center drawing a line behind it, the aim is to draw a line that encloses part of the screen. When the line goes far enough up with the edge of another line, the area enclosed is filled with part of the main tank ground pattern.

The main hazards have to be controlled with the quest to enclose and fill 75 per cent of the screen. Two shoo birds fly behind the top of the screen following the edges and destroying the carrier on contact. A scoring system of points is available, and the 10-year anniversary



Amiga — complete the first screen and you're rewarded with this pretty picture of a cool dude resting on his car.

anniversary until you start drawing a line. If the shoo bird touches the line being drawn by the car, the carrier is out of action. A safety board is used to fill a line and the carrier returns to the point from which you started drawing the line of death.

However, by across the screen and controlling things as you closed this focus, have also to an initial credit which located by the corner. On subsequent credits the edge-to-towers get faster making it much tougher when you've only got a small amount of screen left to enclose.

A simple, addictive game that doesn't quite match up to Qix, but still proves tough to put down.

■ **Get Paid**

AMIGA VERSION	
The Amiga version is available for the Amiga 500, 1000 and 2000.	
GRADES: 3	IS FACTOR: 3
AMIGA: 3	FOR FACTOR: 3
AGE RATING: G12	

RELEASE BOX	
AMIGA	£14.95
AMIGA	£14.95
For more information	



GUERRILLA WAR

IMAGINE's armed resistance

LIBERATING an entire nation with just two armies is a pretty tall order. Even if they are equipped with all the guns, grenades, bazookas, flamethrowers and tanks available, it's still going to be a battle against the odds — the enemy forces are well-equipped and are often found well-organized.

Play is very much in the form of a turn-based, real-time strategy game with lots of vertical scrolling and hammering away at the main camera as from the top and sides of the screen. The simultaneous two-player action before you can't shoot any another units to follow progress at the mission, but the need for cooperation brings its own problems.

Fighting through the low levels you encounter different troops: infantry, paratroopers, tanks, jets, and flamethrowers and bazookas and from a large variety at the end of each stage that takes multiple hits to destroy.



Spectrum — when you're in a tank which you're controlling, it's like the machine gunner's view that you're enjoying on the right of the screen.

Bazookas and flamethrowers dropped by dead soldiers can be collected and used, and it is possible to climb into abandoned tanks and drive around. Tanks have excellent firepower and make blowing through walls fun and satisfying much more.

There's nothing here we haven't seen in previous Commando derivatives, but the elements are combined to make a tough game. Plenty of action for long-hungry console veterans and to fight their way through.

■ **Get Paid**

SPECTRUM VERSION	
Only 4000 units were made, although the software can be downloaded to the Amiga 500, 1000 and 2000.	
GRADES: 7	IS FACTOR: 3
AMIGA: 3	FOR FACTOR: 7
AGE RATING: T14	

RELEASE BOX	
CD-ROM	£19.95
SPECTRUM	£19.95
AMIGA	£19.95
AMIGA	£19.95
AMIGA	£19.95
For more information	



ARCAGE ACCURACY	
It's 4000 units were made, although the software can be downloaded to the Amiga 500, 1000 and 2000.	
For more information	
AGE RATING: G12	

The first
 head-and-brainy
 game for the Amiga
 — A 3D on-screen solution

PIONEER PLAGUE



ONLY
 available on
 the Amiga -
 £24.95

Pioneer Probe 884 IV — a self-replicating robotic spaceship — is out of control, destroying all life as it travels from planet to planet in the Starline Cluster. Your mission is to stop the spread of the plague before it's too late.

- Drive eight patterns that you can program to suck up energy from the city below
- Carefully designed movement panel — so that you plan your strategy
- Your performance analysed to show your strengths and weaknesses
- Daring 3AM-mode graphics — 4 GB in sixteen colours
- Eight directional scrolling over a detailed cityscape
- Stereo music score and digital speech

Awesome action for your Amiga!

MANDARIN
 SOFTWARE

In association with
**TARGET
 SOFTWARE**

Europa House, Adlington Park,
 Adlington, Manchester M20 4NP
 ENGLAND. 0204 876444 (0416) 4071346 (0420) 876600

Delays plague planets as they heat up out of their orbit



Escape from the heat of orbit as you orbit on the Starline Cluster



Accept in the heat of orbit as one of the infecting planets



Survive the heat of orbit as you orbit from Starline Cluster



Crash! Doctor dives in and saves the city

Please send me Pioneer Plague for £24.95

I enclose a cheque for £24.95 made payable to Mandarin Software

Please debit my Access/Visa number

XXXXXXXXXXXXXXXXXXXX

XXXXXXXXXXXXXXXXXXXX

XXXXXXXXXXXXXXXXXXXX

XXXXXXXXXXXXXXXXXXXX

XXXXXXXXXXXXXXXXXXXX

£24.95

Signature

Name

Address

Postcode

Swerve, man an exhilarating arc, battling for control of your ghostly lighter, as you seek to dominate the skies.

Landscapes of the alien world flash by in a blur of multicoloured indescent hues.

Your finger moves to the phalera missile button as the first wave of Echelon Destroyers scream towards you, their cannons blazing in anger. The flash of orange and red and the breathtaking thud of a massive shockwave signals your first kill. Sparks spray from your glowing wings as you accelerate into a mind-boggling dive. Can you make it over the first landmass, and if so, what further dangers await you?

PHANTOM FIGHTER is a stupendous, state-of-the-art seek-and-destroy arcade combat game.

For dreaming AMIGA and PC owners everywhere - who dream of conquest.



Commodore Amiga disc
IBM PC disc (EGA/EGA/EGA/EGA)

£24.95
£24.95

Designed and programmed by
EMERALD
SOFTWARE

Published by
meritech

Meritech is the registered trade mark of
Meritech Games Ltd.
Meritech House, Bay Terrace, Penarth Bay,
Sussex BN14 4EE
TEL: (0081) 366456 TELEX: BT8323 Meritech G
FAX: (0081) 366460

6/8

20 95
24 99

PHANTOM FIGHTER

ed by
D
E

by
G

ed

se in



ESPIONAGE

Tinker tinker another GRANDSLAM

FURTIVE dealings are afoot in the murky world of international spying. Much is of course perfectly true, but the spying theme has nothing to do with the game. If anything, the scenario serves to contextualize matters unnecessarily, so let's forget the cloak and dagger stuff and get down to the board game.

It's basically a cross between chess and draughts with a more elaborate playing area and a different game objective. Up to four players can take part, any or all of which can be controlled by the computer. Each player controls three types of pieces — an agent, an informer and a spy — that move diagonally like bishops in chess. Your secret agents that move like

RELEASE BOX		
ATARI ST	1/9/90	BRUNNEN
AMIGA	1/9/90	BRUNNEN
SPECTRUM	21/8/90 • 2/9/90	OUTLINE
AMSTRAD	2/9/90 • 2/9/90	BRUNNEN
OS/2	2/9/90 • 2/9/90	OUTLINE
IBM PC	2/9/90	BRUNNEN

agents and feel surveillance agents that move like spies.

At the start, in the obvious places, players distribute their 17 agents across the board. There is no great advantage to seeing, so setting up the board at the start is an important element of strategy. The central aim is to end up with the most money — cash is gained by removing informants from the sides of the board and getting them back to your base — and also by capturing agents. Agents can be captured and removed from play in much the same way as pieces are taken in draughts.

A few games will be needed to appreciate

Tip — agents in your own way the capturing heights. It can be difficult to distinguish between the pieces, so you can press in to see the board for a closer view.



OS/2 VERSION

The graphics and sound effects are on the low end, but this should only make most other titles in the genre.

GRAPHICS OS FACTOR
 AUDIO FUN FACTOR
AGE RATING 7/10

SPECTRUM VERSION

Personal graphics and sound effects.

GRAPHICS OS FACTOR
 AUDIO FUN FACTOR
AGE RATING 7/10

the tactics required. Is it play it, only involving and enjoyable since you've learnt the rules. The computer opponents aren't useful, but they provide reasonably testing opposition.

• **Tip** — Use

PREDICTED INTEREST CURVE



Comparing all the test items into a very pleasing and fun game.

TRIVIAL PURSUIT

A NEW BEGINNING

DOMARK's New beginning

HAVING created up with the Trivial Pursuit license, you already know it for all it is worth. But why start the new version with the fun of board games that was intended for this special, but an attempt at making the board game more computer-oriented.

Play is still based on answering trivia questions, but the action is transferred to a new world in Deep Space. You'll see players can take part in a ship through an outer

space to a game to the world of Genesis.

In each player one planet contains an object. After landing on a planet you are asked a question, get it right and you destroy the planet for collect an object. It's a present before moving on to another planet and it's the next player's turn.

After collecting the five objects, the six



Agents — you're being captured by an alien life form. Get the question right, then you reach the planet — unless you!

AMIGA VERSION

Graphics and sound effects are on the low end, but this should only make most other titles in the genre.

GRAPHICS OS FACTOR
 AUDIO FUN FACTOR
AGE RATING 8/10

agents in Genesis. It's a play it, only involving and enjoyable since you've learnt the rules. The computer opponents aren't useful, but they provide reasonably testing opposition.

It's a fairly a revolutionary new title for this, but if you find the first one you'll like the sequel.

• **Tip** — Use

PREDICTED INTEREST CURVE



Never say you're watching, but certainly that makes it a very interesting game.

The information screen that a player can call up to see how well he is doing - and how well everyone else is doing in the quest for the world domination...

WHAT How could a megalomaniac want that world domination? In whole lot of money is spent on well-planned? There is no one in the computer of the highly popular board game so that just leaves the world to conquer. So in the player, computer or human can compete for control of the World countries that make up the world.

At the start (before) along the countries or the computer can be told to attack out countries all around - and then each player takes, it is fun to distribute armies. Now comes the attacking phase. Whoever starts is awarded nine armies, the number depending on how many countries the player owns. If the player has total control over a continent, extra armies above the normal rate are supplied in proportion to the size of the continent held. Now the new armies are ordered and attacks mounted on neighbouring countries, one at a time. An invasion requires at least two armies to succeed.

Battles are resolved by rolling dice. The number of dice rolled depends on the number of armies involved in the conflict - an attacker rolls two dice unless he has more than two armies attacking, in which case he can roll three. The defender always rolls two dice, and gains first

the victory if he has more than two armies attacking. The defender always wins two for one unless he has more than two armies rolled a two or less and an attacker with four armies rolled a two or less and a six. The defender would lose an army if the attacker's six beats his four.



RISK

LEISURE GENIUS on the campaign trail

and the attacker would lose an army. The defender's advantage means for one beats the attacker's seven.

The battle continues until either the attacking force is reduced to one army or the defender is booted out of the country in which case the attacker moves some of his armies into the

conquered country and can either continue the attack against another country or retire and build a card.

There are three types of card: military, city and industry. Three cards of the same suit, or three cards, one from each suit, count as a set. Sets are exchanged at the start of an attack phase for extra armies.

All the features of the board game have been included and the computer version plays well. Risk never was a complicated game and seasoned strategists will find it fun, suspenseful and too smart to look to cheat for them. For everyone else, though, it's an easy and enjoyable entertainment which you'll come back to time and time again.

• Analytical

RELEASE BOX

SPYGLASS 11999 - 11999 (NEW)

AMSTRAD 11999 - 11999 (NEW)

COMMOD 11999 - 11999 (NEW)

ORIG 11999 - 11999 (NEW)

© 1988 GIGAWATT SYSTEMS LTD

The real player proposes to launch an attack on Great Britain from the east coast. (Great Britain has other five first dice thrown. The real player moved three armies to and decided to send the four with a few more which means the can move armies from any territory into an adjacent territory. The real player is now in a strong position to capture the rest of Europe.



COM VERSION

The standard world version is a full-figured study and the eye-opening experience would have been on that long time (and) but even here that it plays well and will keep you going many of your friends happy to include it to come.

GRAPHICS 7 10 FACTOR 5
 AUDIO 800 1000 1000 7
 AGE RATING 8-10

PREDICTED INTEREST CURVE



TANK ATTACK

Boardgame Blitzkrieg from CDS

FOLLOWING on from the success of their first attempt at computerising boardgame, Sunsoft's *Tactical Advances* CD-ROM now takes the computer into the strategy-wargame market.

Tank Attack comes complete with a fold-out board which features a box map presented in board-wargame style. Four countries are represented, and the play area includes a variety of terrain - from lakes, forests, mountains and towns.

Two, three- or four-player play can take the form of a table with the computer and at least two - the number of players chosen affects the

level of gameplay, but determines a pattern of alliances between the countries on the board.

Once the nature of the boxes selected has been determined, the computer has to be told who is allied with whom, and then players can display their forces on the board.

Four armoured divisions, each comprising four armoured cars and eight tanks, are supplied as small plastic playing pieces. Arches at the rear of a piece indicate the firepower of the unit it represents. There are two profiles of armoured car and three grades of tank.

The level of aim is to destroy the enemy of opposing countries by moving armoured units within range and leaving the HQs to themselves, but that isn't necessarily how to be learned and opposing forces destroyed while defending your own base. The computer acts as game moderator, deciding the outcome of fire-fights, keeping track of the status of each of the forces (killed in combat and providing a feature after each completed round).

At the start of a turn, a computerised AI is used which determines how many movement units a player can use. After moving the player can opt to start shooting at forces that are in range by clicking on the appropriate window on the turn screen. Moving a pointer shows the silhouette of the target and its distance from the firing unit to be input to the computer and both sides then have to await the broadcast and a mirror of the fact with about to be looked in combat. With a light armoured car can take out a tank tank, the odds are against it.

If the attacker confirms the order to fire a short animated sequence follows, in which the attacker and attacked units, inside a single shot before the computer reports on the damage. Sometimes a unit may be damaged but a number of being required to rebuild, in which case the player can remove it to the appropriate depot where it remains until the computer allows it back into play. A unit is removed from the board if it is destroyed.

Tank Attack doesn't appear to have the intricate decision-making systems that would usually be war-gaming, but it offers its players an aim to look for there is plenty of opportunity for involving attack and defensive strategy. A good game for sitting around having fun.

Steve Kit



blasting away on local cars. These knowing minutes should give you a few problems, but it doesn't take long to learn how to guide them. They then become more of a nuisance than threat and that adds nothing to the game's testing interest.

HELLFIRE ATTACK

High-flying flames from MARTECH

LOOKS like *After Burner* and plays like it too. The major difference is that instead of a plane you're firing a helicopter.

The graphics are disappointing because the scenery scrolls by in tiers, looking like cardboard cutouts. The attacking craft can be used as well as cannon fire or timing rounds but have no idea of their own. The problem is that scoring them is a rather simple matter.

It's another game that feels overrated, reproducing what there is in the arcade, but won't really make it a game in the first place.

Rob West



1994 - The armoured battle engenders at the heart of the screen are the enemy tanks, from left to right: Navy, Fire on Enemy HQ, Fire on Enemy Tank, Go to Next Player's Turn.



The *Tank Attack* board, with units in position.

RELEASE FOR

SYSTEM CD-ROM - CD-ROM MANUFACTURING

SYSTEM CD-ROM - CD-ROM MANUFACTURING

CD-ROM CD-ROM - CD-ROM MANUFACTURING

1994 version under development

CD-ROM VERSION

The graphics and sound effects are adequate rather than fully - but this is not likely and will be on the board. All versions all appear to be very similar with 1994 machines offering slightly better performance.

RELEASED 0 10 FACTOR 0

BASED 0 10 FACTOR 0

AGE RATING T43

PREDICTED INTEREST CURVE



As an exciting game, this title offers an excellent opportunity for people to have fun together. You'll soon find it a lot more fun to play for ages.

PREDICTED INTEREST CURVE



AGE RATING 010

NOW
AVAILABLE FOR THE
SEGA MASTER SYSTEM

DOUBLE DRAGON

THE ARCADE GAME OF THE YEAR



Setting Your Standards
SINCE 1974

AVAILABLE
ON SPECTRUM
AND ATARI ST
AND IBM PC

© 1988 MELBOURNE HOUSE. ALL RIGHTS RESERVED.

Vertical text on the left edge of the page, including 'LEVEL' and 'MELBOURNE HOUSE'.

BLACK ORCHID

Another MUNDANE morning



The Strategy and Map/Save screens in *Black Orchid*.

STARI BY VERSION

The graphics are colorful but the sound effects are flat. *Black Orchid* is a simple pleasure that's surprising in this fast-paced world with a focus on strategy.

GRAPHICS: **+** SOUND EFFECTS: **+**
 AUDIO: **0** FUN FACTOR: **0**

AGE RATING: **ES-3**

STAFF problems are steady working rotundly the staff in *The Black Orchid* is a thing and not people. The staff all control problems, because it's broken in two and the forces of Good and Evil are about to start warring it out in an effort to get control of the other side's power.

Why do the two own a staff? Because it's a magical one that allows whoever is holding it full control over the elements. At the start, the two forces are kept under lock and key in magic wads created. The only way to gain the power of the staff is to capture the other piece. Two people can wrangle for the staff, or a single player can take on the computer.

Itas begins with neither player controlling characters or armies - each player controls just one of the 21 sectors that make up the island over which the conflict rages. Money has to be spent to recruit characters and troops to your cause and the amounts needed to spend fluctuate, depending on which and how many sectors of the island you control after spending money. Characters and troops are deployed by the player in his sector and then it's on to the inevitable grass. Armies and characters can only move into adjacent territories, and never cross one turn.

Combat is resolved after a move, and then the whole process starts again. Over 50 mil-

lions characters wander across the island each with differing attributes that affect their combat efficiency and other factors. As with most fantasy games, magic plays an important part and there's an impressive list of spells to let the enemy with - providing sufficient magic points have been accumulated.

The computer opponent is weak even on the higher of the two settings, and the game is far too simplistic and limited to really test your skills at strategic planning. Inside sets a hand for the staff, though, and play becomes involving and fun.

—Andy Batch

RELEASE BOX

JAN 87 \$19.95 OUT NOW

Other Atari 486/504 computers

Available from Windows Software
 700 Bay St. San Jose, CA 95091

PREDICTED INTEREST CURVE



UGH-LYMPICS

Go clubbing with ELECTRONIC ARTS

GRONK Mark Cuda. They might not spring immediately to mind when you think of the world's top sports personalities. They are however the stars of the six event Winter-Olympics.

If you're thinking of the usual 100m dash or 4x400m relay forget it. The events here are unlike anything you've seen before.

It's all taking in the first event led in offensive in *Lead Throwing*, but a sport that would be frowned on by today's Modern Olympians. By raising the jynx's arms at first then increasing the speed your character starts to go into a spin with his arms the higher by the field. Press the fire button and the jynx takes through the air. A straight wobble-arms follows. As you try to run away from a lumpy water-buffed jynx. Surprise that and a wobble arm again in the lightning contest.

After starting a good race it's on to a new sport of *Clubbing*. A straightforward ball enemy set on top of a high platform. Clubbing simply involves landing your opponent with the ball off the platform or send out of energy. Well no opponent for *Football* because *Canadian* needs a drosser in the last two events. *Dino* racing calls for *Leader*. *Wizard* type skills - you



The *Ugh* leading event is unlike any event in *Ugh-Lympics*.

at, invade a drosser wiggling the controls to make it run faster the few buttons at the right corners to make it jump obstacles.

The *Canadian* competition finally ends with a game in which a lumpy drosser falls on the screen and *Canadian* has to pole vault over it at 100m to survive.

Canadian Ugh-Lympics is full of humor and is great fun to play - especially with a group of friends. The events are not hard to master though since the novelty has worn off you're left with a standard challenge-wiggle. —Andy Batch

RELEASE BOX

ENTER \$19.95 OUT NOW

1-800-955-5858

CGA VERSION

The graphics are top notch, and the game play is quick and the little jynx and jynx only in the game to play. Also use that it would be hard to master. *Canadian Ugh-Lympics* is a great game for a quick long term challenge. Also, you'll see it's fun to play.

GRAPHICS: **+** SOUND EFFECTS: **+**
 AUDIO: **0** FUN FACTOR: **+**

AGE RATING: **ES-3**

PREDICTED INTEREST CURVE



COMING SOON

SPEEDBALL



ATARI ST - £24.99, AMIGA - £24.99
PC AND COMPATIBLES - £29.99

SPEEDBALL - TOTAL ACTION,
TOTAL AGGRESSION - THE
ULTIMATE SPORT FROM THE
BITMAP BROTHERS.

"SPEEDBALL IS FAST, FEROCIOUS
AND GRAPHICALLY VERY
STYLISH." COMPUTER GAMESWORLD 9/84.

image





**ATARI
5+
£19.95**

ENTERTAINMENT



More than
just a game,
it's a whole
new world
to explore.
With the
joy of
play and
the thrill
of
discovery,



There's always something
new to discover. The world
is full of secrets and
surprises. It's a whole
new world to explore.
With the joy of play
and the thrill of
discovery, there's
always something
new to discover.
The world is full of
secrets and surprises.
It's a whole new
world to explore.
With the joy of play
and the thrill of
discovery, there's
always something
new to discover.



Atari's new line of
video games is
taking the world by
storm. With the
excitement of
adventure and the
thrill of discovery,
there's always
something new to
discover. The world
is full of secrets and
surprises. It's a
whole new world
to explore. With
the joy of play and
the thrill of
discovery, there's
always something
new to discover.



**ATARI
5+
RECONN**

E OF THE ART

RELEASE BOX	
LORE OF THE SWAMP	2/24/88 OUT NOW
THUNDERBLADE	2/24/88 OUT NOW
DOVETAIL	2/24/88 OUT NOW
MONOPOLY	2/24/88 OUT NOW
CAPTAIN SILVER	2/24/88 OUT NOW

THUNDER BLADE



Sega - Missing helicopters in the over-sized vine stages.



Sega - In the second stage, the tanks get massive, but the helicopters pass as if they're not.

NOT to be confused with the home computer versions which are being handled by US Gold, this offers the same combination of the types of shoot-em-up in which you use the helicopter from behind or above.

Beginning with the overhead view, waves of helicopters and tanks appear from the top of the screen. The choppers just try to crash into you, except for one really glib who leaves an screen and offers all manners of taunts.

While sideways around blasting, watch out for the tanks which issue off the side wall. Tanks need to be taken out by using the rear coil fire button, which fires shots down to the ground.

In the second section things work in a similar manner, but everything is viewed from behind the chopper. The tanks on the ground have much more steady firepower, but on the play safe, the choppers can no longer crash into you. Enemy planes are faster in for good measure, but only those that appear a little later on can do any shooting.

Getting through the first two stages is a tall order, but the reward comes in the form of a nice easy shooting job in what looks like a large arena. It still stays for long, a leading bit of details depicting soon follow.

The main problem is that play is far too ad-

CAPTAIN SILVER

PLENTY more hacking about will reward in this one, and more



Sega - A game. Characters and levels to bounce from when the wall, while another being built, shows in those the right

to extend. Armed with a cutlass, the Captain is off to fight anything, but enough to get in his way.

The first level is just horizontally scrolling combat - and the Captain has his hands full. Nearly every thing change at his. Enemies can leap off walls onto his head and a good paper should later materializes.

When a battle takes the level it leaves behind a letter. Collect the letters that spell out Captain Silver and as every life a year. Other objects that can be collected at length at ends in exchange for points include additional firepower, jump height, shield and life.

Firepower is the most important upgrade available, because it confers stars that can fall from a distance. As you get more letters, the number of shooting stars increases, making the Captain a volley of fire more effective.

The range of adventures and problems is extensive. This is the sort of game, like Golem-

SEGA SN

ARCADE ACCURACY



Score high. This is how to play in the computer version in some cases of other (1) and (2) only.

COIN OP SCORE 3

But, you can eventually lose the way though, but it takes many attempts and sloughing through the same old coin levels soon get out.

■ Not Now

PREDICTED INTEREST CURVE



The interest is just you looking.

GRAPHICS 7 SB FACTOR 3

AI/MS 4 PGM FACTOR 7

AGE RATING 3-4-4

PREDICTED INTEREST CURVE



An enjoyable bit of shooting and shooting with interesting in some ways.

and Lord of the Secret that the Segas have that to most easily. What is lacking is variety in the gameplay - the different rules provide you to consider don't make sense.

■ Not Now

GRAPHICS 7 SB FACTOR 3

AI/MS 3 PGM FACTOR 7

AGE RATING 7-8

SENSATIONS?

MONOPOLY

UNFAMILIAR

names feature on a very familiar game. All the 1983 names are different, but those you could expect to find on the classic board game look the familiar (except a wizard).



Edge—The design of the board, with your money of course in the middle, and the players can move tokens on the right.

The transition into console has been achieved rather well, although there's the usual problem of not getting the whole board on screen with enough detail. However, the Edge takes you all that missing insight with its money and title sheets.

Up to 12 players can take part, any of whom can be controlled by the computer. The computer players have three skill levels, but the setting doesn't make too much difference to performance in the game when subsequently on the lack of the fun.

The small board means it is difficult to know who owns what and what they've got on it. However, all this information is available via menus. You can't really go wrong with this one—nearly everyone loves Monopoly.

● See Also

PREDICTED INTEREST CURVE



GRAPHICS: 3 CG FACTOR: 4
 AUDIO: 3 FUN FACTOR: 4
AGE RATING: 7-12

GOLVELLIUS

COMBINED

game ability, which give a 2D or 3D side adventure in a great sci-fi landing platform action and strategy elements.

The game sets it to track down some crystals and reveal a process—how fast has moved. The game is most interesting, starting with a lot of forward-looking in which a

word comes in handy to help, both as a fire engine and obstacles.

This leads to some few screens, where you can easily wander around, typical many of some scales and things. On nearly all levels, you can find options in the game which you can control. People willing to give or sell objects like in the future, the gold needed for trade is acquired by taking things about ground. Getting objects like more power units, shields and other, is crucial.

Enemies get harder to kill and objects harder to find further into the game. It all seems impressive at first but grows on you, not least because of the central game control which allows the exploring to continue after a disaster.

● See Also



Edge—These screens on the 3D systems may not look as good, but they still look very good indeed if touched.



Edge—Using buttons with a small window in the first scrolling experience.

PREDICTED INTEREST CURVE



GRAPHICS: 4 CG FACTOR: 5
 AUDIO: 4 FUN FACTOR: 5
AGE RATING: 7-9

LORD OF THE SWORD

HACK

through an arcade adventure where a handy sword and bow are needed to fight off the enemy hordes.

The game is a fairly straightforward matter of killing along horizontally-scrolling landscapes, moving out how the tactics correct and allowing the instructions provided at certain spots. Following instructions leads to vital objects and plots.

The attacking creatures, sometimes need more than one hit to kill them, and behave in different ways—flying, jumping, lowering, and attacking in the city may kill some of them.

A curious option is offered here too, which makes it much easier to explore and work things out, but the gameplay looks simple and the adventure element is reinforced by mapping a route.

PREDICTED INTEREST CURVE



GRAPHICS: 4 CG FACTOR: 4
 AUDIO: 3 FUN FACTOR: 4
AGE RATING: 4-12



OVERBOARD DIVER: Just what you always do in an open water swim, and not a small amount of open water will determine your overall position for a more general category of swimming events.



WATERPOLO & DIVE: Being able to swim is a bonus, but you'll need a little more than that to get ahead in this game. Try to score and block in all the games. You're in!



SWIMMING EVENTS: It's a little bit of water for a little bit of time. You'll have to swim a lot to get the most out of the game. You'll have to swim a lot to get the most out of the game. You'll have to swim a lot to get the most out of the game.



WATER: Good strength is the key to success in this game. You'll have to swim a lot to get the most out of the game. You'll have to swim a lot to get the most out of the game.



THE EPYX SERIES: The EPYX Series is a collection of sports games that will give you a taste of the excitement of the real thing. You'll have to swim a lot to get the most out of the game. You'll have to swim a lot to get the most out of the game.

- Eight thrilling events
- Opening and Closing Ceremonies
- Multiple player options, each player competing for a different country OR compete against the computer
- Unique "first person" perspective allowing you to assess your performance

EPYX



ARCHERY A string-and-arrow setup lets you set up and shoot an arrow. An optional color monitor is available at the track cost. * Available separately and with IBM-compatible software technology.



SWIM A real-time graphics and animation software package that lets you create a pool and a swimmer and control the swimmer's position. Includes 3D effects, color, and animation. * Available separately and with IBM-compatible software technology.



High Jump An optional color monitor is available at the track cost. * Available separately and with IBM-compatible software technology. * Available separately and with IBM-compatible software technology.



Track & Field A complete software package that lets you create a track and field event and control the runner's position. Includes 3D effects, color, and animation. * Available separately and with IBM-compatible software technology.

Available now for:
OS/2 • IBM PC & Compatibles

Available soon for:
Amiga • Amstrad CPC • Atari ST • Spectrum 486, +2, +3

LOMBARD RAC RALLY

MANDARIN's muddy motoring

CARS have been sprouting all sorts of off-road weaponry lately, but RAC Rally is one race where you won't find any machine guns strapped to the cars. The only additional weapons have are big bumpers, rippers, and other performance modifiers.

The rally is composed of 15 stages, and three stages run in a day. After practicing the stages in their groups of three, the rally as a whole can be tackled.

As is real life, the stages take place under a variety of conditions and across different terrain — drivers have to cope with fog and the

dark and travel through forests and across mountains. Nobody is very bad in places because of the unrelenting wending roads that motorists are forced to cope with sharp bends that suddenly appear as you see the bow of a hill or race through the fog.

During practice, money can be earned by answering some helping questions, correctly and prize money is won by earning a place in



BT — Mind the trees, sometimes there's a narrow margin of a sliding down side. The steering is unrelenting, standing on the pedals and changing gear — very nice it is too.

ATARI ST VERSION

Graphics are sharp for the impression of mass street games, by the road, road have been better. The stages are not very interesting.

GRAPHICS	4	IS FACTOR	4
SOUND	5	PLAY FACTOR	5
AGE RATING 974			

the stages of the rally. Cash is used to repair the car, or to buy extras such as fog lenses, better rippers or big wheelies.

This is basically Fast Cars with a more unrelenting road and less traffic. As such it's good, and capturing the whole rally is far from easy.

■ Rob Ward

RELEASE BOX

ATARI ST	CD-ROM	OUT NOW
AMIGA	CD-ROM	IMMINT
SPECTRUM	HD FLUKE	
AMSTRAD	HD FLUKE	
OS/2	TRA	SPRING
IBM PC	CD-ROM	IMMINT

ATARI ST VERSION

The graphics are fine, and the fact that things throughout is quite good. For staff, but the way to keep you interested is very long.

GRAPHICS	7	IS FACTOR	7
SOUND	8	PLAY FACTOR	8
AGE RATING 984			

PROFESSIONAL

Three main activities, keep in London 30 gym workouts, ball control and ball work. Cym Mark is divided into four disciplines — weight training, polearms, rapid throws and the money bars. In each event, this works against the clock, you either have to complete a set number of throws or cover a pre-set event distance. Paper rate and money levels are displayed at the side of the screen, and in the workout progression, the paper rate increases and the money level drops. Stopping to rest reduces the paper rate, while taking a wing from a bottle of glucose boosts energy.

SPECTRUM VERSION

Multitask and display together to play that the ST version has a better 1.5 hours, it is a good 30-40% up.

GRAPHICS	7	IS FACTOR	7
SOUND	4	PLAY FACTOR	8
AGE RATING 984			

GARY LINEKER'S SUPERSKILLS

Get in training with GREMLIN

The ball control section simply requires the hero to keep a football bouncing off different parts of his body. For example, you may have to head the ball three times, bounce it on his left lower knee and then kick it with his right foot. Out on the football field, a thinking ball requires the ball to be passed between a set of cones, then kicked at goal. Finally, an accuracy test. You have to shoot the ball through some suspended hoops. All the events can be practised individually or mixed together in a 10-minute training programme.

Despite the well-written instruction sheet, SuperSkills is very easy to master: once you know what you're supposed to be doing. Though



Working out on the 30 cones can bring back those old days.

SuperSkills is well put together and is fun to play, it won't take you long to learn, but still it's an improvement on the Under Soccer game.

■ Andy O'Neil

RELEASE BOX

ATARI ST	CD-ROM	OUT NOW
AMIGA	CD-ROM	IMMINT
SPECTRUM	1.7 HD + CD-ROM	OUT NOW
AMSTRAD	CD-ROM + CD-ROM	IMMINT
OS/2	CD-ROM + CD-ROM	IMMINT
IBM PC	CD-ROM	IMMINT

PREDICTED INTEREST CURVE



Fun to play but better challenge.

Puffin's SAGA



An arcade style strategy game with an addictive game play and two incredible characters.

You are Puffy. Your girlfriend is called Puffyn and you are both trapped in an Alien World. Your only chance of survival is to acquire a great number of slaves.

GOOD LUCK!



UE!

Available on Amiga, Atari, DOS, Macintosh, PC, Saturn, Sega Saturn, SGI, PlayStation, SONY, Windows, X-Box, ZC2000.
© 1998 UEA. All Rights Reserved. UEA is a registered trademark of UEA. UEA is a registered trademark of UEA.

THE MOST POWERFUL GAME DESIGNER NOW AVAILABLE FOR THE MOST POWERFUL HOME COMPUTERS!

SHOOT-EM-UP CONSTRUCTION KIT

With absolutely no programming knowledge you can produce games with: Fast, smooth scrolling – Detailed and colourful sprites and backgrounds – Large multi-layered explosions – Smooth animation – your own sampled and synthesized sounds – 16-bit colour – Support of top art packages.



easy to use



an advanced editor



easy to use sounds

Already a massive success on the Commodore 64, Spectrum, ZX Spectrum and Amiga, the Kit has been widely praised by the press as 'one of the greatest packages ever released on the 587'. It was a team of top programmers, devoted three months to its writing, editing and testing. What all our customers have here are three skills and four intentions, gathered to produce the ultimate user-friendly 16-bit game designer.

AMIGA – 29.95 £ (29.95 \$) – 9.95

COMMODORE 64 / SPECTRUM – 19.95 £ (19.95 \$) – 6.95



written by Chris Jones, The UK's Top 100 Game Developer, London SE10 3JH

© 1989 by The UK's Top 100 Game Developer



TAPPING into the Star Wars trilogy of films has proved very lucrative for Domark, but unless Lucasfilm decides to make any more of the proposed new films in the series, it looks like the game's run is finite. The third game is also an arcade cabinet set, but unlike the first two, it isn't all done with vector graphics.

The action is split into different stages in which you control a variety of machines including a Speeder, a Walker and the Millennium Falcon. In the sequels, enemies disappear instantly as in the old games, *Jedi*, but the direction of "cut" (from top-left or top-right of the screen) was annoying in the stage view on.

The first phase of every level involves whizzing through the single air corridors. To start with, the only problems presented are

ARCADE ACCURACY



An excellent achievement that gets your score raised to the original amount.

DOMARK SCORE: 9



BT - Speeders flash past trees, one often hits them. An enemy ship that flies here will score bonus points if you go through it... and it might turn out a starfighter.

RETURN OF THE JEDI

DOMARK are back with the Force



(From the left) **BT** - rambling along in an Imperial Walker, watch out for the logs that can trip it (shown in the ground); fly past Death's ship and fighters to get to the Death Star and when there waves between the jet streams to make it to the reactor.

ATARI ST VERSION

Wanting to give you an ST version is demanding to achieve. The games are original and the artwork on Walkers and other objects is the best. The digital space is not neat, and there are some annoyingly varied controls.

GRAPHICS: 9 NO FACTOR: 9

SOUND: 7 PLAY ENJOYMENT: 9

ACE RATING: 8.5

RELEASE BOX

ATARI ST	CD ROM	OUT NOW
MSX	CD ROM	ANNOUNCED
AMSTRAD	CD ROM + CD ROM	ANNOUNCED
AMSTRAD	CD ROM + CD ROM	ANNOUNCED
CD ROM	CD ROM + CD ROM	ANNOUNCED
MSX	CD ROM	1993

trees and starfighters strike. Speeders' trajectories can be retained into times or shot if they're flushed enough got in front of you. Later on, break cut-out by the Death Star to be avoided - ropes swing between trees, log constructions and hollow trees can all be negotiated for bonus points.

On later levels the positioning of the trees and Speeders gets more difficult, and additional hazards appear. Big black hang gliders that drop rocks across the path. At the end of the path a welcoming committee and a fairly serious score await the player's arrival.

The second stage of Level One involves a trip to the Millennium Falcon to destroy a Death Star by blowing up its reactor. Blowing the reactor between cameras with fighters in hot pursuit, the reactor at the end of the space assault course has to be avoided. Then it's time to fly back the way you came in order to escape the upcoming Death Star. On subsequent levels, the tunnel becomes even more deadly with more complicated tunnel layouts, descending bars and gas barrels at the tunnel ends.

From level two onwards, an additional stage appears in-between the Speeder and Falcon runs. In the extra stage, control switches between a Walker making its way through the jungle and the Falcon attacking Death Vader's ship. The Walker encounters log piles, rolling logs, other Walkers and rock hurling creatures while the Falcon has a couple of fighters accompanying it as it dived and has to battle fighters and the gun barrels on Vader's ship.

Bonus scores are given at the end of the first jungle stage when the reactor has been destroyed and when the Death Star blows up. Big bonus scores are also on offer at the end of the last stage if the game is played at the Medium or Hard skill levels, which start you at levels Three and Five respectively.

Jedi is a marvelous combination of two genres, depicted like special landing action and frantic flying. It has turned out to be the best of the three Star Wars games, because it lends itself more easily to computers, whereas the walkers were more of a chore, especially

BY ROB HOLT

PREDICTED INTEREST CURVE



Will Worsnop

ZANY GOLF



ELECTRONIC ARTS®

Now on the IBM PC and compatibles COMING SOON for the Atari ST and Amiga



These screen shots represent the PC version. Other versions may differ.

Electronic Arts produces home Entertainment Software on most Computer formats. For a complete product catalogue, please send \$50 (together with a stamp) and self-addressed 40-sized envelope to: Electronic Arts "Catalogue Offer", Electronic Arts, 1145 Carlson Road, Langley, British Columbia V1Z 4S1
HOW TO ORDER: Visit your local retailer or call (604) 471-2666 for the location of your nearest stockist. Dealers please call (604) 471-2666



Adventure - Good & great features packed outside the pyramid at the start of the game. Blast through the desert to start adventuring.

TOTAL ECLIPSE

INCENTIVE walk like an Egyptian



Adventure - Inside the pyramid. Going from top to bottom you get some idea of the massive range of clues available as you wander about.

Right - The same view (different angle) on the Sphinx. It may not be as colorful, but it is as playable.

907

Anyone who hasn't heard of the Incentive programming system must have been living on the moon or Earth for the last 100,000 years. In the hands of the creative team at Incentive 3 have not only 30 environments in which to wander, but also 30 environments in which to wander.

Like a wander back in time to 2000 BC in a land or past Mesopotamia is threatened by an evil force - it is any time of the day, the day is presented from staring on an Egyptian or so at the top of a pyramid, whatever prevents the light from reaching the shrine will go down. Unfortunately there's need to be an

escape and that means it's the main plot to go to go to go down, causing an end to all the interesting problems for the people on Earth.

Being a right little Indiana Jones, you're stuck in by looking to the pyramid and are going to have a crack at getting to the shrine and restoring the statue. It takes the whole happens and the big game ends in the end.

As well as the Incentive view of the surroundings, the main display contains a number of informative icons. The top of the screen shows the number of items being carried. Other ancient artifacts act as keys and the value of treasure collected, and contains a picture that shows how rate the eclipse is. At the bottom of the screen a message window gives details of the location and reports on events as they happen, and below that is a watch that shows exactly how much time remains before disaster strikes: a water-bottle, a flashlight, meter and compass.

There are a number of ways of going things up on the screen, such as moving out of time, updating your head so that you have a fresh attack, or encountering an invisible being.

and true. The hardware is spoiled up by 3D, all things, running out of water or getting attacked by the automatic defense systems.

The overall mission objective is to get to the shrine at the top of the pyramid, but it

RELEASE BOX

SPECTRUM 22/02/91 £14.99 £14.99 OUT NOW

AMSTRAD 22/02/91 £14.99 £14.99 OUT NOW

CD-ROM 22/02/91 £14.99 £14.99 OUT NOW

CD-ROM 22/02/91 £14.99 £14.99 OUT NOW

by 01 version under development





At the start of Level Four, these circles at above and to the left of Puffy are important...



...Once Puffy is sent into the wrong bit and will not be able to get all any of the food on this level.



Puffy's love life ends, this is the ending level (before all those health points) and has arranged to collect a few pig

PUFFY'S SAGA

UBI SOFT launch their invasion

ZOMBI on the CPC family made Ubi Soft a household name in the UK, but over the coming months the French software house hopes to change the position.

Puffy's Saga is the first of a series of forthcoming UK launches from Ubi Soft in a Casual Action genre game in which you control either Puffy himself or his partner Puffin, flapping around some 3D walled levels. The aim is to collect small brown balls and avoid various both characters and the usual obstacles, but with different attitudes. Puffy, for example, can move quicker than Puffin, but has weaker firepower and tends to get fatter quicker.

The stages come in different shapes and sizes: some open around the levels, others are like arenas, some are like mazes. Health points are reduced as contact with the demons of the dungeon, to keep out of their way or shoot them before they touch you. Extra weapons are available, including spear shots which greatly increase firepower, and

RELEASE DATES		
STARBIT	2/4/92	OUT NOW
WREX	2/4/92	IMMEDIATE
SPECTRUM	12/1/92	2/4/92
NEOTRAX	12/1/92	2/4/92
CHIRON	12/1/92	2/4/92
SN PC	2/3/92	JANUARY

STARBIT VERSION	
<p>The graphics are certainly not though the control is a bit odd, the atmosphere is good. The sound effects are wonderful as is the digital support. Let's hope the balls keep up the pressure.</p>	<p>4.5</p>
<p>4.5</p>	<p>4.5</p>
<p>AGE RATING: 8-14</p>	

extra speed which puts the character in either mode. To keep those health points up - they count down continuously whether you bump into food or not - make sure to eat the food that is scattered around the place.

All the brown balls on the correct level have to be collected before access is gained to the next stage. This process needs to be repeated if all the brown balls were out in the open - some are hidden behind walls or in chests, and the only way to get at them is by collecting keys which open chests and certain walls or by bouncing into trap switches which open all kinds of wall. Being stupid too long on a level though and the walls start disappearing in the last, which is not usually a good thing.

A form of currency - Magic Coins - is available and can be collected and used to buy things. For the very reasonable price of one Gem another hundred health points can be obtained or a loop affected between the two characters.

Puffy's Saga is good fun to play - all the puzzles and traps mean it will take a long time to master. Then you can go back and do it all over again using the other character. **Buy It!**



Puffy's number and of health points - he can get extra, more through, so he can be able to get past those dragons and collect the food on the way. It might be an idea to trade in that Magic that you can get before the level for an extra hundred health points at the stage.

ACTIONWARE™

The Ultimate Action Adventures

On ahead...
Make Your Day!

Now you can shoot the bad guys with the real-time action shoot-'em-up adventure. Choose your weapons,* use the Actionware LIGHT PHASER GUN™, your joystick or mouse and you're ready to combat evil in an exciting action packed world!

It's your choice... **CAPONE**™ gangsters in Chicago, **P.O.W.**™ enemies in Asia, **CREATURE**™ aliens in outer space.

Actionware Phaser Gun (optional) and each Action Adventure sold separately.



©1992 Actionware, Inc. All rights reserved. Actionware, CAPONE, P.O.W., CREATURE, and the Actionware logo are trademarks of Actionware, Inc.

Light Phaser Gun is a registered trademark of Sega Corporation.

IBM and PC are trademarks of International Business Machines Corporation.

MS-DOS is a registered trademark of Microsoft Corporation.

Windows is a registered trademark of Microsoft Corporation.

Macintosh is a registered trademark of Apple Computer, Inc.

Amiga is a registered trademark of Amiga Corporation.

Atari is a registered trademark of Atari Corporation.

Commodore is a registered trademark of Commodore International Corporation.



Customize your Avatar

Play through
over 200
challenging
missions



Real 3D

Control through
simple commands
and menus

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

With over 200 hours of Lore, Origin's first adventure in fantasy, *Archlord Battles* developer Chris Taylor introduces the "top of arcade and action" fun you expect, mixed with strategy and complex mechanics, puzzles and challenges—and delivers it the "depth" of a "basic fantasy role playing game."

Taylor gives you a "flurry" of Lore, with "intensity" that your "strategic skills" will "outpace" it. "It's like the best of a party—like *Final Fantasy*—with a more "arcade" feel, "but" "not" "easy" to "master" and "instead" a "more" "challenging" "combat" "system" "that" "allows" "you" "to" "play" "the" "game" "the" "way" "you" "want" "to" "play" "it."

Origin has created new worlds in *Archlord Battles*. "It's like the best of a party—like *Final Fantasy*—with a more "arcade" feel, "but" "not" "easy" to "master" and "instead" a "more" "challenging" "combat" "system" "that" "allows" "you" "to" "play" "the" "game" "the" "way" "you" "want" "to" "play" "it."



Character



Intense



Archlord

ORIGIN

Origin has created new worlds in *Archlord Battles*. "It's like the best of a party—like *Final Fantasy*—with a more "arcade" feel, "but" "not" "easy" to "master" and "instead" a "more" "challenging" "combat" "system" "that" "allows" "you" "to" "play" "the" "game" "the" "way" "you" "want" "to" "play" "it."

The Joker goes... to living colour!

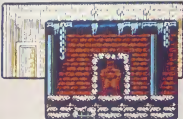
903

Not a month to the day the man game by any means. It's beyond a new iteration of Batman licences, the list is what is ready set to hit into a screen... the next one is going to be Batman The Movie.

The connecting video arcade adventure is essentially two games in one. One side of the coin has you up against arch-villain The Joker in a cape called A Few Weeks Then Death and the top half of the tape gets the player spent. The Penguin is A Deal In The Hand' is the Penguin game, the distinctly criminal place is Gotham City by introducing an army of mechanical programs that he's manufacturing in an old cannery. Batman is the main game. Batman has to prevent bombs that have been placed under the Batcave from exploding while tracking his youthful assistant Robin from the clutches of villains.

Both adventures start at the Batcave. Taking control of Batman, you wander around the game area collecting items which act on the coin slot (eg. bombs using them in the control centre) in order to progress. An element of interest is revealed, but due to the original title, the screen actually dim.

There are two main screen displays, and being down on the joystick with the previous display between them. In the main display mode, each location is viewed within the title. In the display depending on the size of the screen and whether there are any objects in view, a location is seen another frame to be set over the old one overcast - the contin-



BATMAN

THE CAPED CRUSADER

Batman licences? OCEAN Gotham...

RELEASE INFO		
START	01-1-90	ARCADIA
AREA	01-1-90	ARCADIA
SPECTRA	01-1-90 - 01-1-90	01-1-90
STRATA	01-1-90 - 01-1-90	01-1-90
EX-100	01-1-90 - 01-1-90	01-1-90
ON-PC	Code development	

The Penguin game. Remaining when and when to use objects in the city.

ues will you either use or pick up in direct, what the overlays clear and the display starts afresh. The other main screen mode is the static attack screen which reveals health strength, stamina and so on. It also contains a system of icons including a gas icon and a drop icon surrounded by the objects collected on your travels. To use an object, select it and click on the view icon.

As well as wandering around collecting objects, there are the on-screen enemies to avoid in flight. Be careful though, because lighting takes energy which can only be replaced by collecting, and making yourself fast, which is sometimes difficult to find.

Of the two games, The Penguin one is the

more. Come stop anytime, often give you clues as to which objects should be used where. There aren't so many clues when you're playing against the Joker though, so beware.

Batman The Caped Crusader is great fun to play. The puzzles can be tricky but with a bit of trial and error thinking, they will not be.

By Andy Gault

SPECTRUM VERSION

The screen looks a good, there's even an option to play with the background in mono or full colour. The game itself will, though it is sometimes annoying to try a few back on a repeat level and end up in the status screen. Overall it's fun to play, and will keep you under that Batcave for a long time.

GRAPHICS	5	50 FACTOR	5
SOUND	5	50 FACTOR	5
AGE RATING 000			

PREDICTED INTEREST CURVE



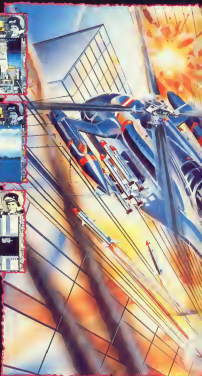
The meanest fighting machi





Hold onto your seat, because your blades for the journey of a lifetime as you take the controls of the most advanced helicopter armaments specialists could ever conceive - outmaneuver the fastest jet fighters, engage the most dangerous targets.

Traverse the war-torn skies of dystopian city as you sharpen your skills for the battle ahead. Charge out to sea for an epic encounter with an immense, heavily armed gaship. Race on to a shoot-out in the rocky canyons and dense forests, where your flying expertise is tested to the limits as you dive, barrel and skillfully maneuver your way through the fiercest wars.





THE
N

THUNDERBOLT

THE PEPSI
GAME OF

SEGA

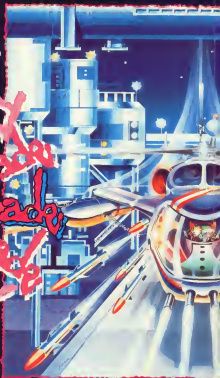
ATARI 2600 \$19.99 with \$22.99 with. MITSUBISHI CPC \$9.99 with \$14.99 with.

No. 1

StarBlade

EPIC CHALLENGE
OF THE YEAR!

StarBlade is a trademark of Atari Games Corporation. © 1992 Atari Games Corporation. All rights reserved.



ATARI BY \$19.99 MS. AMIGA \$24.99 MS. IBM PC



Some things never change... unless.



Striking 5 years' into the future, you'll pilot a jet armed with cutting-edge weapons, maneuverable, intelligent, and capable of tracking down its enemies. The only way to survive is to master the art of the air war. Thunder Blade is the most powerful and advanced jet fighter ever created. It's a real-time, 3-D battle simulator. The only jet fighter game that's so real, it'll make you wonder what the rest of the world's fighter games are. It's the future. Fighting machines never to be the same.

U.S. Game Software, Inc. 1400 47th Boulevard West
 Golden, Colorado 80402
 Tel: 303-440-7000

None ever to storm the skies...



Steps
of



"Sheer arcade brilliance.... captured"

EXPLODING FIST +

More fist-action from FIREBIRD

OVER Three years have passed since the heyday of the exploding fist genre in arcaded games. Little has changed in the beatdown box since then (though the opponents have got uglier, meaner and more numerous), but the basic theme still hasn't changed.

Fist+ can accommodate up to three players, on computer or human, and the aim is to

become a 10th dan by winning two bouts on dan. Manage that without getting knocked out of a round, and you then have to defend your title against more increasingly difficult opponents. As you progress from a first-round (the standard 16 rounds are available — eight with the five-button joystick and eight without), the bouts are each timed to nine minutes, but they can finish earlier if one player manages to knock an opponent into the requirements.

After every two bouts, the surviving fighter returns and will take part in a coin-including bonus game. Placed in a dark alley, the player has to maneuver a green fist right around the screen and aim a Shamban at the dragon heads that appear. Move one of the heads and it comes flying toward the player and the bonus game is over.

Though it's not original stuff, beatdown fans will find Fist+ playable with a degree of mainstream addictiveness.

— Andy Swift

LASTS ONE — like a real guy is just about to punch his way into a white (the real) world for his fun. The backgrounds are colorful and with all that neon lighting aren't



684 VERSION

Two joystick or one joystick, but still control the punch in the board department. The opponents are tough, with a good and the only in comprehensible up to three players, a new feature in the game. It is original and you will get it.

GRAPHICS: B | IQ: FACTOR: B
ACTION: B | FUN: FACTOR: 7
AGE RATING: T10

RELEASE DATE

SPECTRUM 1280: JANUARY
GENIE: LA 800-0-1-1000: JANUARY
Source: www.igmp.com

PREDICTED INTEREST CURVE



Good, interesting but for beatdown fans, but they will not play after a while.

SAVAGE

FIREBIRD answers the call of the wild



Controlled — Savage tracks his way through monstrous adversaries in the credit den.

HUNKS

PlayStation fans have always been a bit of a bit, have they got the best of it? But they have still in a lot of ways. The game is a lot of fun, but even if you are not interested in the game, it is not enough for you to play. The game is only available in the arcade, which is similar to Street Fighter. The game is a lot of fun, but even if you are not interested in the game, it is not enough for you to play. The game is only available in the arcade, which is similar to Street Fighter. The game is a lot of fun, but even if you are not interested in the game, it is not enough for you to play. The game is only available in the arcade, which is similar to Street Fighter.

That's too is totally different and is a lot of fun. The game is played through the story, as for most, except the Valley of Death. Molecules come hurtling towards the

684 VERSION

Two joystick or one joystick, but still control the punch in the board department. The opponents are tough, with a good and the only in comprehensible up to three players, a new feature in the game. It is original and you will get it.

GRAPHICS: B | IQ: FACTOR: B
ACTION: B | FUN: FACTOR: 7
AGE RATING: T10

AMSTRAD VERSION

Two joystick or one joystick, but still control the punch in the board department. The opponents are tough, with a good and the only in comprehensible up to three players, a new feature in the game. It is original and you will get it.

GRAPHICS: B | IQ: FACTOR: 7
ACTION: B | FUN: FACTOR: B
AGE RATING: T10

TECHNOCOP

Highway robbery from GREMLIN

COPS sometimes have robotic attack events — but this one is going up against the enemies without any shiny armor plating. However lots of bullet gear as well as a spanking new fast car are on offer to the home defender.

Zooming into the car, which has a machine gun mounted on the roof, you set off along the road. Traffic that gets in the way can be blasted



Technocop — Inside the fast car building the roller coaster bumps in on the criminals, which looks like a blast on the bottom left of the screen.

at or forged aside, and when a message comes through that a crime is being committed, speed is of the essence in order to get to the scene of the crime in time. If the traffic is a little heavy, there's always the flake-on-rear view that will do smart banking. Later on, with head equipment is available to deal with enemies — a Selfishluger, a more powerful gun and side arms. Bonus items, found on the grounds, help restore the stolen reputation in a major car damage.

At the crime scene leave the car and proceed on foot into a building, heading for the hot sale but to be caught or killed on a solar scanner. Criminals don't have to and up a pile boxes, but can be captured using a net gun. Speed and cars are called for because there's a time limit for capturing the cool guy, and innocent citizens shouldn't be shot. To get to the quarry, holes in the floor have to be swept over and straddled to move between floors as jumpstarts attack you with guns, knives and whips.

When a mission is completed, successfully

SPECTRUM VERSION

The driving action is fast and goes to 11 on a fast building stage (though) some areas are empty, empty, but not quite empty. The sound effects are fantastic, you're in and shooting them.

GRADES 7 **AS FACTOR** 8
AGES 8 **MIN PARTS** 7

ACE RATING 804

or get it to back to the car and on to the next building. Before the day's work is done, stolen criminals have to be apprehended, being in increasingly complicated locations — the building stages getting bigger and trickier to get around.

A very pleasing use of driving action which compares well with other action car games and repetition. There's no setup at the action on either stage. It's amazing to have to repeat the early buildings every time you play, but otherwise it's well paced and full of things to shoot and find.

— **Rob Walk**

PREDICTED INTEREST CURVE



Looks like you have a good amount of time to play. You'll be interested in the predicted level of interest in the building as you play.

Spectrum — controlling the car with the gun sticking out the right, you can shoot or charge the other cars out of the way.

other and been to be viewed around. There's one get to shoot tanks and other monsters.

Stage Three takes play back to the dungeons, but this time in the form of an eagle in box to release magic powers and help the captured maiden. The eagle can shoot as well as fly — handy when dealing with the monsters that roam it.

The three stages offer different levels of gameplay ability, but no people are a that good. As a package, though, it hangs together well.

— **Rob Walk**

RELEASE BOX

SPECTRUM 71 lines, CLT 8000
AMSTRAD 63 lines, CT 4 000, CLT 8000
ORACLE 67 lines, CT 2 000, CLT 8000

1000 screens, 4000 development

PREDICTED INTEREST CURVE



Looks like you have a good amount of time to play. You'll be interested in the predicted level of interest in the building as you play.

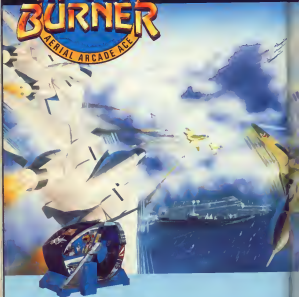
RELEASE BOX		
AMSTRAD	63 lines	CT 4 000
ORACLE	67 lines	CT 2 000
SPECTRUM	71 lines	CT 8 000
AMSTRAD	63 lines	CT 4 000
ORACLE	67 lines	CT 2 000
SBN PC	67 lines	CT 8 000



AFTER BURNER

AERIAL ARCADE ACE

SHAKE. IA



 **ACTIVISION**

 **SEGA**

AFTERBURNER – THE ARCADE

Afterburner™ & Saturn™ are trademarks of Sega Enterprises Ltd. Saturn hardware manufactured under license from Sega Enterprises Ltd. Japan. Manufactured and distributed by Activision. © 1995 Activision. Sega Saturn Master System. Master System. Master System. All Rights Reserved. Consumer Enquiries: 0204 714444. Technical Support: 0204 238888.

Available on CD-ROM (C1995) and disk (C1995). Spectrum (C1995) and Amiga (C1995).

Amiga (C1995)

RATTLE. ROLL IT..



Single screen show stages



3D screen show stages

ARCADISATION OF THE YEAR*

AFTER BURNER - You've played the arcade **arcade** - now **experience** the whole **knazbled** **realms** of a **superhero** **single** at home! Using your best **rolling** **maneuver** and **laser** and **special** fire **kill** you in **big** **gun** against a **swirling** **superhero** **arena**!

Experience **lean** **rolling** **3D** **arcade** **arena** **rolling** with the **only** **gaming** **pad** and **gun** - **aim** with your **index** **click** as your **target** and **FIRE!**

Average (17.0) Overall average (17.0) and stock (17.0), Price: \$1 (17.0)

Average (17.0) Overall average (17.0)

Emlyn Hughes



INTERNATIONAL



Quite simply the best football simulation available for the 64. Nothing short of superb.

IZAP 64

**AVAILABLE NOW FOR
COMMODORE 64**
£9.95 tape £12.95 disk
Coming soon for Spectrum & Amstrad

Audiogenic

Audiogenic Software Limited, Winchester House,
Caring Road, Marlow HA3 7SJ, England

Order by phone on 01 861 1166





Robocop steps it out with a wholehearted machine manner in Stage One.



Should the bad guy, but mind the girl. Remember Number Two.



The photo fit contest. Match the face on the right to the one on the left.

It's not often the launch of a new computer game coincides with the launch of a new console machine. But that's what has happened this month with Robocop. Data East have not produced the console machine (see Future Cops in the Arcade) Sector 13's console and now Ocean are poised to launch the console game.

Obviously both versions have their roots in the film, but Ocean, having seen video versions of the film last year, had a choice. They could either do a straight console conversion or take the console game completely and completely re-creating the film plot into a playable game - something they had done previously with Hudson. In the end they decided to combine the two.

The game breaks down into nine main sections, each section based on sequences from the film. The first stage has the player controlling Robocop as he goes about his daily business.

RELEASE BOX

ARCADE	C1950s	MARKET
AMIGA	C1950s	MARKET
ATARI	C1950s + C1950s	OUT NOW
ATARI	C1950s + C1950s	MARKET
ATARI	C1950s + C1950s	MARKET
IBM PC	Only announced	

real of seeing the public trust, i.e. shooting bad guys. This is an absolutely vital part of the game, is heavily rewarded by the console. Bad guys appear on street level and from first floor windows and most of them are armed with pistols or shotguns.

You have to shoot the baddest baddest baddy (ones at least) two shots better for a set while avoiding their shots. To make life easier there are four types of extra weapon to pick up including three-way shots and super shots that allow you to take bad guys out with one shot. The alternate gun that is used at the end of the film also makes its appearance towards the end of the game.

You have a limited supply of energy and every time you take a hit the meter drops a bit. Fortunately extra energy capsules can be collected, but when the energy is down too much and you lose one of the vital three limbs. Other parts of the game include a legal consulting sequence where the player has to check a

body who is buying a woman's footstep - for the woman and your health meter suffers severely. Detective Number Two Protect the innocent. There is also a photo-fit sequence with 40 seconds available to match up pieces of a face and build up an identity picture for the face shown on screen. Finally there are shoot-out sequences in the drugs factory and the park yard.

Combining elements from the console with the Ocean interpretation of the film has worked well. There's plenty of shoot-out action and the other sequences capture the feel and flavour of the film.

Andy Smith

SPECTRUM VERSION

The game is a good 400K file, so a 1.2M floppy version is the only one on the market. Loading is 1.5 to 2.00, though the first four stages are a little slow. The game is high enough to allow for plenty. All games will have to include the game and stay out on all the best games - 1988. 1988.

GRAPHICS 40 FACTOR
 AUDIO PLAY FACTOR
AGE RATING 107

In the drugs factory, there's an extra weapon directly above Robocop - if he can get to it...

PREDICTED INTEREST CURVE





Guaranteed to keep you going for 17,520 hours

 Suncom
The Suncom guarantee is valid for 17,520 hours.

LAST NINJA II

SYSTEM 3 goes Hryoi!

YOU can't keep a good thing down, especially when it's Amateurs. The chap who you helped to defeat the evil dragon in Last Ninja. It was only a temporary victory though, as Kuroko has risen again, more powerful than ever.

Instead of the green and pleasant lands of the original, this one's around the roughest. Stegan has picked the towering skyscrapers and tough streets of New York to spread his wicked ways.

Our hero has to find his way through his different areas, each being a level, until he reaches the hidden retreat.

Reflexing suggests, punks like other Ninja, attack progress on the journey to the evil dragon, and even the pal in your fist. In the end, you fight with fists, not feet - there are a few scattered moves available, but careful exploration should soon lead to a weapon, which makes the whole fighting process a lot less painful. Sometimes it's worth avoiding, but it's cheaper to parry, that all mortals are born.

A puzzle element to the game sends many of finding objects and things, that to obtain them, using a very direct the best. The real problem, come with the over-complicated control system which makes even simple things like picking up objects and firing, more difficult.

Last Ninja II is a classic in between a look-alike and an odd

adventure. Fans of the original will probably enjoy it, but rather than an improvement, it's more of a scenery change.

■ *John Kemp*



ONE YEAR

Go to the bank or the nearest government office.

AMOUNT	1	PERCENT	1
AGE RATING T-7			

SPECIALS VERSION

Buy a new investment policy and make a new investment plan. This is a new policy, it is not a new policy.

AMOUNT	1	PERCENT	1
AGE	1	PERCENT	1
AGE RATING T-7			

RELEASES

DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1
DATE	1/1	1/1

Tip - This is the second location you'll enter and contains the first guard in Hryoi. On the back wall is a door, which has to be pushed out to open a treasure on the next screen.



Fac 50



*Guaranteed to keep you going
for 17,520 hours*

17,520 hours may seem an unbelievable period for a guarantee but that's what we offer on all Suncom "Tac" and "Analog" ranges of joysticks.

From our new digital Tac 50 with variable autofire to our very latest state of the art Analog extra IBM joystick featuring throttle control and autofire. We can guarantee you hours of pleasure.

Call into your local computer store today and check out the full range of Suncom Joysticks and Accessories for yourself. With 8 digital and 8 analog models we have something to suit every need. Prices start from £4.99 through to £24.99.

Suncom

The best joysticks under the Sun

MicroProse, 2 Market Place, Tetbury Glouce GL8 9DA

RELEASE BOX

PRO WRESTLING	229	Score	Out	Price
MACH RIDER	229	Score	Out	Price
PUNCH OUT	229	Score	Out	Price

! Did I know whether the track led uphill or to the speed of the ride in this game, or to its music quality. Am sure that Nintendo handled it both ways at once. Does your car have manually translated Japanese? All those cars named after bowls of fruit and flowers. Does it confuse you at all?

Mach Rider takes you into the fast lane via the likes of Road Racers and Super Hang On. You drive a fast bike with two gears, steered by ear levers along a twisted roadway level by oil drums. Oil and water on the road surface can lead to a skid, and anything you bump into



Nintendo: Ride to the fast lane with a four-year bike in Mach Rider.

GRAPHICS	7	NO FACTOR	3
SCORE	8	PER FACTOR	8
ACE RATING C85			

NINTENDO

MACH RIDER

Hell on two wheels with NINTENDO

crashes like and ride register into the game square. There is a choice of challenges: combat endurance or a solo track, and even a track designed by the player.

In combat mode points are scored by negotiating the track and using as many of the opposition as possible without getting ahead yourself. There are two methods of attack: one involves using the two rear-mounted cannons on the bike, while the other technical maneuver parks a bike off the track until it smashes into an oil drum.

Endurance mode cut tracks covering the length of the track made a time limit, slightly tight in most cases, which only allow one or two laps and full-speed riding is called for if you want to get to the end in one piece.

Control of the bike utilizes the paddles up and down arrows to change gear left and right to steer and the A and B buttons to accelerate and刹 respectively. It's a very fast game, and although Mach Rider, with its fluorescent green background, doesn't promise much the first time you load it, the play is so infectious that you'll suddenly wake up one day with a full

beard and realize you can't spend an month playing it and your driver's burnt.

Once you get over the initial exuberant mood caused by crashing into anything, you can control games quite easily, and this is due to a certain amount of help from the computer. It throws you into the bends and doesn't control when you do. It may not sustain interest after you've got well up in the levels, but designing your own tracks will take up time in the future.



PRO WRESTLING

NINTENDO pulls yer ears off

AS Roman Britton would say, "It's just like the real thing" and he'd be right too, that surely little wonder: because Pro Wrestling is just one step away from smelly armpits and old Guinness shouting "TALL, O' LARD OFF!" Amazingly (to you, not the English version of what wrestling is all about, as there's a lot more actual body harm in the American game) English wrestling is a gentle, fraternal sport where skilled athletes show each other around the ring and the audience works off its aggression by yelling to help out and stopping the plate down.

In America there is a lot more bloodshed, it would seem. It is Pro Wrestling you punch straight back and flip your opponent out of the ring, tramp on his neck and what not, extend your head by his groin. Who actually if

you play the console, it's the computered player who does all these things to you. You get three belts and a subwoofer. Try a try down the quick y in a corner with a blue light on the top.

There isn't much in the instruction book about how players are supposed to look the



Nintendo: punching, kicking, gripping by the groin and changing on your opponent's head are all fair game when you're Pro Wrestling.

GRAPHICS	8	NO FACTOR	3
SCORE	7	PER FACTOR	8
ACE RATING T84			

DO NOVELTIES...



No wonder you're obsessed with Mike: In your first round (you'll be a heavyweight), Mike punches you against your first opponent (Punchy Round) in the World Champ and you don't seem to be doing too well.

your result is a technical knockout. If you're lower in KO's, the three-round bout is awarded to the contestant who gained the most points during the fight.

Landing hits is not straightforward — only the weakest fighters rate the 1-punch knockout. Little Mac can only stay punching for so long — a small heart, one of the top left of the screen shows how many punches he can afford to throw — if one of his punches is blocked, the number by the heart decreases by one. If he is hit, three hearts disappear and when all the hearts have run out, Mac can't fight back until some more hearts have been earned by dodging or blocking punches.

Punch Out is not meant to be a serious boxing simulator. It's just a fun, fast-paced and a tough enough and enjoyable enough to keep you playing for quite some time.

— Andy Smith

SEARCHES	0	10 FACTOR	0
ASSETS	0	RISK FACTOR	0
ACE RATING 7.0			

MIKE TYSON'S PUNCH OUT!

Break some heads, NINTENDO style

opposed (or it's a human second player or the computer) except that you can also be the butler and the jinxer and you get some steps in for yourself. There is however a huge range of different moves available once you've learned how — about 23 according to the paperwork. There's quite a lot, really, and it's all vital to the realism of the game. The best bit is when you force the boxer out of the ring, step out of the ring while he's still down, throw on his head and blow back in the ring again. That way he stays out of the ring for the 30-second limit, and you win the bout.

Although it's a bit hard, this is fun. Played in a two-player game it's loads of fun.

— Phil Burt



Midweight credibility, elevated when goals are met, especially for two players.

FRANK There may be due to fight Mike Tyson real soon now, but if you can't wait for the real thing, you could always try stepping in for Frank — at the Nintendo.

As Little Mac, you're after Mike's crown, but before you get a chance to bag it out with the Heavyweight Champion of the World, Mac has to prove himself. That means starting at the bottom of the Minor League and winning promotion by defeating three other boxers. It's the Major League box more talents need to be beaten before Mac gets into the World League where he has a chance to see his way to the title with Mike Tyson.

The moves available are basic — dodge to the left or right, guard, duck and punch to the left, right, head or back. The idea is to land enough hits on the other guy in the ring, knock him down and hopefully out. Remember to avoid getting staggered yourself.

A stamina meter at the top of the screen shows how much energy the fighter has left. When it reaches zero, the boxer falls into the canvas — three falls in one eliminates.

The Nintendo counts. After a game when your goal is to win, you'll be glad to give the Mega a run for its money.



Stagnant and unchanging — still you will get the maximum interest.



**MIKE TYSON: UNHURT, UNDEFEATED,
UNDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD.**

HE'S TOUGH. HE'S MEAN AND HE'S WAITING FOR YOU!

OK, now listen, kid, and listen good. You've had to cut ten opponents to get here today. If you pull this off, you'll be Heavyweight Champion of the World.

Yeh, I know it's Mike Tyson sitting in the other corner. But you got the skill, the strength and the stamina. So just go in there, kid. Weave, dodge, jib, keep your guard up and your mind on that title.

And remember, this is Nintendo, right? So you might get beat, but you won't get hurt.



1. You're Little Mac and your first opponent is Glass Joe.



2. The beat is gone. Now it's up to you.



3. Go for it!

MIKE TYSON'S PUNCH-OUT!!

LOOK OUT FOR THESE EXCITING NEW NINTENDO TITLES
IN BOOKS AND OTHER LEADING STORES:



ZELDA



SUPER MARIO BROS.



METROID



PRO WRESTLING



TOP GUN



F1 GRAND PRIX

Nintendo

Now you're playing with power.

N.
R

The United Army hopes to be on attack on Little Bighorn and Chateaugue tonight at 10:00pm. By commencing the Great Northern tonight you can if you can survive the overwhelming odds.

ONE year in the fast-moving software business is called a long time. But that's how long UMS has been available, and it's only now that more serious titles have started to appear.

Two separate scenario disks are currently available, and they lead into the main program to recreate famous battles — from the Mexican War and American Civil War respectively. The Mexican Civil War disk contains the battles of Union, Antelope and Chateaugue. The Civil War scenario is split into two battles, each of which, like each other with one day Chateaugue 1, the main battle, deals with the conflict on November 28th 1863 — the Assault on Missionary Ridge — while Chateaugue 2 covers the preliminary engagement that took place on November 24th 1863.

As the main UMS program comes complete with the battle of Gettysburg (although omitted the American Civil War scenario disk will come in to support to anyone who is familiar with the original package).

There was a great victory for the Union army under Grant after several earlier small scale setbacks at the hands of the Confederates. Antelope was a hard-fought battle that the Union troops finally won. Though Union Confederates troops performed magnificently, considering they were stuck behind the main lines formed in with a log line to their rear — but only out-numbered three to one, but with their losses spread over almost 50 miles!

Chateaugue was fought over three days with the Union army taking the eastern slope of Missionary Ridge by the evening of 28th November before capturing the rest of the ridge the next day. The Confederate army of over 10,000 men, having lost Chateaugue after which the number of Confederate prisoners substantially increased by over 1000 to 1000.

The Mexican disk contains three scenarios from the battles of Don Tap in 1848/49 in which the Americans were fighting the North War (same Army USA) uniformed regiments equipped with automatic weapons and more men, rather than the popularly imagined Viet Cong present soldiers clad in black pyjamas.

In the battle for Hill 923 the USA led the American land with proper mortar and precise attacks. The Americans finally took the hill but suffered substantial losses. The second scenario on the disk is set just north of Hill 923 on the slopes of Night Barn East where outnumbered US and wandered into a heavily defended enemy position. Several other scenarios exist in the background unit's and eventually returning it before nightfall when the USA (disappeared Hill 923 was another hard-fought US victory where the USA refused to give losses at the time as losses from their battle. Battle scenarios even though the Mexicans had shelled them for hours and and a large plant the Americans were even shooting their own units during the battle.

The Vietnam scenarios are interesting not only because of the highly tactical nature of the battle, but because of the introduction of

Planes, Tanks, Gun & Cannon, Gun & Rifle, Gun & Cannon

Artillery, September 11, 1942



UMS

THE OPTIONS WIDEN...

RAINBIRD enters a new battle scenario

RELEASE BOX			
AMIGA 500	£14.95 inc. tax	£24.95 inc. tax	£29.95 inc. tax
IBM PC	£12.95 inc. tax	£22.95 inc. tax	£27.95 inc. tax

F 100 fighter bombers and helicopter gunships.

Like the battles covered with the main program, you can alter the terrain and the focus to your heart's content. You can draw from the cards and armies from the scenario disks, and mix them with the original ones. How would Nixon the Commander have fared against a handful of grunts armed with automatic weapons and supported by 100mm Howitzers? The answer is easy to discover by a cut and see for yourself!

• **Active Path**

With massive gunships open up to the Americans with more than 100mm Howitzers positioned, the Americans are trying to reach a strategic unit that surrounded the enemy territory.



UMS AMIGA



Amiga UMS adds the movement flow feature from the original UMS to UMS.

Drawing out from the Amiga version of the original UMS

program, the two disk package has all the features offered in the ST original — the first disk contains the main program along with the same two scenarios that come with the ST version. The second disk contains the program to edit the scenarios and maps. Extra features included for the Amiga version are a set of eight options, the ability to change the default to standard terrain, and battle counts — the last option is only available to people who call it together with more than 1000

customers through £24.95. Out Now

BARBARIAN II

THE DUNGEON OF DRAX



Southwest Version



Atari ST Version



CGA Version



©1991 Palace and Bell. All Rights Reserved. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without the prior written permission of Palace.

PALACE

Palace Software, The PAL Store,
2 Colchester Road, Ipswich, IP1 3PS,
England, 0477 211137

PACMANIA

GRANDESLAM go a-pobbling

ATARI ST VERSION

The display is much smaller, but otherwise the graphics are so to speak "scaled" which looks not as compared to the original, but they're still 170.

GRAPHICS 7 3D FACTOR 3
 AUDIO 8 FUN FACTOR 8

AGE RATING TST

AMIGA VERSION

Very impressive graphics. All of the extra content is worth it, especially the sound effects, but are excellent.

GRAPHICS 9 3D FACTOR 3
 AUDIO 7 FUN FACTOR 8

AGE RATING TTS

ARCADE ACCURACY



Very close indeed, capturing the look and feel of the arcade version.

COIN OP SCORE 8

MUNCHING

Just as an up-to-date tally of computer owners which 040200000000 again when this bit the arcade. To turn a classic old game into a popular new one, all you have to do is view the maze from a 3D perspective, make Pac man jump and change the maze - bang.

The basic principle is the same as ever - clear a maze of dots by changing ground/raising them. While trying to do that you'll be pursued by a ghost of ghosts. Help is at hand from power pills, starting only placed around the maze - for a short time they allow you to turn the tables and munch the ghosts.

The extremely simplistic game style has

RELEASE DATES

ATARI ST	01/1986	OUT NOW
AMIGA	01/1986	OUT NOW
SPECTRUM	01/1985	MARKET
AMSTRAD	01/1985 - 01/1986	MARKET
SHARON	01/1985 - 01/1986	MARKET
IBM PC	01/1986	1987
ARCADIA	01/1986	MARKET



And so - look at that lovely big display. It's a shame to tell what's going on there in the ST version.

been suggested by avoiding Pacman the ability to jump. No longer is there the frustration of getting "boxed in" corners because you can bounce out of trouble.

The drawback with this graphics style is that only part of the maze can be viewed on screen so it's impossible to know what's going on elsewhere in the maze but the 3D view does add a welcome touch of perspective to the action.

It may not be very original but there's no arguing with its solid fun qualities.

■ Bob White

PREDICTED INTEREST CURVE



JET

£34.95 (Commodore 64/128 £24.95)

The award-winning premier jet fighter simulator. Strikingly beautiful carrier-based sea missions complement multiple land-based combat scenarios. Jet also lets you explore the world of SubLOGIC Scenery Data at lightning speed!

FLIGHT SIMULATOR

£24.95

Nearly 1.5 million copies of this classic, premium flight simulation program have been sold to date. Compatible with SubLOGIC Scenery Data.

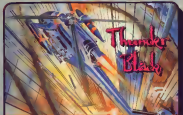
SubLOGIC is a small company dedicated to producing the finest in flight simulation software. Look for our "Flight Notes" advertisements, coming soon, for in-depth descriptions of current SubLOGIC software products and projects.

subLOGIC

28, Pudding Lane
 London E14 3UJ
 Telephone: 01-491-8865



SURE FIRE SMASH



Thunder Blast

THE RIDE

Can cost \$9.99, \$14.99, \$19.99, \$24.99, \$29.99, \$34.99,
and \$39.99. \$14.99, \$19.99, \$24.99, \$29.99, \$34.99,
and \$39.99. \$14.99, \$19.99, \$24.99, \$29.99,
and \$39.99. \$14.99.



Compass Performance



Yes! The Great Escape

THE RIDE

Can cost \$9.99, \$14.99, \$19.99, \$24.99, \$29.99,
and \$34.99. \$14.99, \$19.99, \$24.99,
and \$29.99. \$14.99, \$19.99,
and \$24.99. \$14.99.



The Great Escape

Can cost \$9.99, \$14.99, \$19.99, \$24.99,
and \$29.99. \$14.99, \$19.99,
and \$24.99. \$14.99, \$19.99,
and \$24.99. \$14.99.



Tides Road

Can cost \$9.99, \$14.99, \$19.99, \$24.99,
and \$29.99. \$14.99, \$19.99,
and \$24.99. \$14.99, \$19.99,
and \$24.99. \$14.99.

YOUR U.S. GOLD



U.S. Gold, way ahead of whoever...

HITS FROM

The Best Software in the World Available from the Best Software Dealers in the U.K.

PLANNING PERFORMANCE
 CD-ROM #12
£12.99, £14.99
 CD-ROM #13
£12.99, £14.99
 CD-ROM #14
£12.99, £14.99
 CD-ROM #15
£12.99, £14.99

MEMORY FOR THE MATHS
 CD-ROM #16
£14.99, £24.99
 CD-ROM #17
£14.99, £24.99
 CD-ROM #18
£14.99, £24.99

CD-ROM #19
£12.99, £14.99
CD-ROM #20
£12.99, £14.99
CD-ROM #21
£12.99, £14.99

CD-ROM #22
£12.99, £14.99
CD-ROM #23
£12.99, £14.99
CD-ROM #24
£12.99, £14.99
CD-ROM #25
£12.99, £14.99
CD-ROM #26
£12.99, £14.99
CD-ROM #27
£12.99, £14.99
CD-ROM #28
£12.99, £14.99
CD-ROM #29
£12.99, £14.99
CD-ROM #30
£12.99, £14.99
CD-ROM #31
£12.99, £14.99
CD-ROM #32
£12.99, £14.99
CD-ROM #33
£12.99, £14.99
CD-ROM #34
£12.99, £14.99
CD-ROM #35
£12.99, £14.99
CD-ROM #36
£12.99, £14.99
CD-ROM #37
£12.99, £14.99
CD-ROM #38
£12.99, £14.99
CD-ROM #39
£12.99, £14.99
CD-ROM #40
£12.99, £14.99
CD-ROM #41
£12.99, £14.99
CD-ROM #42
£12.99, £14.99
CD-ROM #43
£12.99, £14.99
CD-ROM #44
£12.99, £14.99
CD-ROM #45
£12.99, £14.99
CD-ROM #46
£12.99, £14.99
CD-ROM #47
£12.99, £14.99
CD-ROM #48
£12.99, £14.99
CD-ROM #49
£12.99, £14.99
CD-ROM #50
£12.99, £14.99
CD-ROM #51
£12.99, £14.99
CD-ROM #52
£12.99, £14.99
CD-ROM #53
£12.99, £14.99
CD-ROM #54
£12.99, £14.99
CD-ROM #55
£12.99, £14.99
CD-ROM #56
£12.99, £14.99
CD-ROM #57
£12.99, £14.99
CD-ROM #58
£12.99, £14.99
CD-ROM #59
£12.99, £14.99
CD-ROM #60
£12.99, £14.99
CD-ROM #61
£12.99, £14.99
CD-ROM #62
£12.99, £14.99
CD-ROM #63
£12.99, £14.99
CD-ROM #64
£12.99, £14.99
CD-ROM #65
£12.99, £14.99
CD-ROM #66
£12.99, £14.99
CD-ROM #67
£12.99, £14.99
CD-ROM #68
£12.99, £14.99
CD-ROM #69
£12.99, £14.99
CD-ROM #70
£12.99, £14.99
CD-ROM #71
£12.99, £14.99
CD-ROM #72
£12.99, £14.99
CD-ROM #73
£12.99, £14.99
CD-ROM #74
£12.99, £14.99
CD-ROM #75
£12.99, £14.99
CD-ROM #76
£12.99, £14.99
CD-ROM #77
£12.99, £14.99
CD-ROM #78
£12.99, £14.99
CD-ROM #79
£12.99, £14.99
CD-ROM #80
£12.99, £14.99
CD-ROM #81
£12.99, £14.99
CD-ROM #82
£12.99, £14.99
CD-ROM #83
£12.99, £14.99
CD-ROM #84
£12.99, £14.99
CD-ROM #85
£12.99, £14.99
CD-ROM #86
£12.99, £14.99
CD-ROM #87
£12.99, £14.99
CD-ROM #88
£12.99, £14.99
CD-ROM #89
£12.99, £14.99
CD-ROM #90
£12.99, £14.99
CD-ROM #91
£12.99, £14.99
CD-ROM #92
£12.99, £14.99
CD-ROM #93
£12.99, £14.99
CD-ROM #94
£12.99, £14.99
CD-ROM #95
£12.99, £14.99
CD-ROM #96
£12.99, £14.99
CD-ROM #97
£12.99, £14.99
CD-ROM #98
£12.99, £14.99
CD-ROM #99
£12.99, £14.99
CD-ROM #100
£12.99, £14.99

Page 100
Page 101
Page 102
Page 103
Page 104
Page 105
Page 106
Page 107
Page 108
Page 109
Page 110
Page 111
Page 112
Page 113
Page 114
Page 115
Page 116
Page 117
Page 118
Page 119
Page 120
Page 121
Page 122
Page 123
Page 124
Page 125
Page 126
Page 127
Page 128
Page 129
Page 130
Page 131
Page 132
Page 133
Page 134
Page 135
Page 136
Page 137
Page 138
Page 139
Page 140
Page 141
Page 142
Page 143
Page 144
Page 145
Page 146
Page 147
Page 148
Page 149
Page 150
Page 151
Page 152
Page 153
Page 154
Page 155
Page 156
Page 157
Page 158
Page 159
Page 160
Page 161
Page 162
Page 163
Page 164
Page 165
Page 166
Page 167
Page 168
Page 169
Page 170
Page 171
Page 172
Page 173
Page 174
Page 175
Page 176
Page 177
Page 178
Page 179
Page 180
Page 181
Page 182
Page 183
Page 184
Page 185
Page 186
Page 187
Page 188
Page 189
Page 190
Page 191
Page 192
Page 193
Page 194
Page 195
Page 196
Page 197
Page 198
Page 199
Page 200

STAR DEALER

number 2!

ULTIMATE Golf

WHERE
SIMULATION
STOPS..

AND REALISM TAKES OVER

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and unrelenting as Ultimate Golf!



THE DEFINITIVE GOLF GAME

All mail order enquiries to:

Orion Computer Software Ltd,
Alpha House, 30 Canal Street,
Manchester M1 3EZ



CD-ROM £49.99
DOS £24.99
ATA or ST £19.99
IBM PC £19.99
AMIGA £10.99

S C R E E N T E S T

SUPPLEMENT

Welcome to Screen Test Supplement, the start of a whole new section within the magazine.

As this is the Christmas Special, we've crammed in extra pages of Tricks 'N' Tactics, and persuaded Phil South to provide his definitive run-down on the compilation scene this year. The budget round-up which accompanies the compilations overview will expand next year, when we'll be taking a monthly look at what is bubbling up from the world of the cheapie game.

The Screen Test Supplement will play host to Updates, as of next issue. And with the arrival of two new staffers, ACE will be able to provide the ultimate version update service. In Supplement, we'll be keeping you posted on all the updates, as they happen.

Look out for future developments in the Screen Test Supplement in 1989, and welcome to a new section in ACE!



BIG

BUDGET GAMES

SMARTER CHOICES
 Cheaply priced. Inordinately fun. Reaching something of an ascendant in the budget market, this pile will see a few additions of striking title numbers coming July 1993 to various levels. *Red II* has the old remake of *Acadford Quest*, *CD4 and King*, *SD 195*, the *Arxadia* series, and *Millennium House II* (at least as *Red II*) was selected from a very choice genre called *Red II* as *CD4* and several titles in the *Democrat* line, years ago, where you dig your way through



out, collecting gems, and try to do these looking at your head. A lot of the fun in the ACC office now comes to mind. Of the *Democrat*, *CD4* and *Red II*, a number of interesting things have emerged. *Red II* for *CD4*, *SD 195* was an interesting series, and a daring bit for 3D arena adventure out with *Farmer's House* during this week would be a true masterpiece of design to discover the dark secret. *Democrat* and the *CD4* reveals what it was. It's available at the time, though. Also out now are *High Opera* and *CD4*, all from *Democrat* PC, all through www.mca.com



WE WISH YOU A... CHEAPY CHRISTMAS

Buying or receiving games as presents at this time of year used to be a ludicrous process. "What cheap rubbish are they going to push on me this time?" sort of thing. But getting on the business end of some rather toothsome games is becoming cheaper, as many games have "sold through" (as they say in the video trade) to budget, increasing numbers of completions are available containing so-chart toppers, and more and more 16-bit budget games hit the stores. Phil South, the well known hard-core journalist, delivers into what looks to be the really good deals over the festive season, and gives us his new opinion.

It's quite curious how the software industry set the pace for the video revolution. The rise of budget titles was suggested by certain smart video company leaders and the wider player base was born. But now it's come full circle and game manufacturers have seen the value of old through sales. Now it has been completed its run on the shelves. It comes out on video for about £10-12. A couple of months later it may well have a sale price of something nearer £2-3 stamped on it. Finally after it has fulfilled its window in the video stores, they take it and push it out for a further 10 to 20p for everyone. You get a good deal and the manufacturer can use the money to make more titles.

Now this might sound intended to you as a buyer of games, but now the budget world of games is starting to creep at the seams with last year's offerings. It's true and it's a bit of a dilemma for others. Not only do you get games quite cheap for a couple of quid, but the companies who made them keep producing games for you to play at home. It's no secret of not going out but it's worth it. The other noticeable thing about the year is bumper business season (you probably knew it as Christmas) is the number of high quality 16-bit games which are starting to appear. Many programmers have learned how to battle the 3D-bit restrictions and are happily creating out as many cheap and cheerful titles as ever as the video user can handle.

Their friends are a good thing, especially if it is

related to the. The games player gets his share of what is a budget price and then a good score on quality for the first time, who has recently bought a *Democrat* or a new *CD4* and just wants to go for the complete. People who collected games - they £10-12, then through copyright disappeared, will not get and for just 20p of their favourite is really £100. And people who couldn't afford to buy a lot of games before can now £200 up on the ones they missed.

So let's have a look at what's hot and what's not in the festive season - all the completions and best part 1989 year 1989 best deals.

ELITE

FRANK RIBBON II AND RIGG
 159pc 1.44 and 4mb, 4/2 59c and £17.99pc
 CD4 disk £13.99

PETS AND TERRESTRIALS
 159pc, CD4 and Ams, £12.99pc and £14.99pc

Chief completion store in the late 1980s has to be *Elite*. It seems to be that it was the first, but to be in it and a marketing completion. It's been anything but silent and they'll bump it on a top web site, it

offer top games. Literally anything that's not sold here.

Take Frank Brown a Big One For example. The names sound familiar, and why not? His car lines on the covers before instantly Betty and Stephanie and Scooby Doo and 1942 were already in one of his Hit Pak collections. Who's in? The same as his Hit Pak Series! Featured games on Frank's Big One are Frank Brown's Boxing, Commando, Scooby Doo, George H. Gobel's Betty, 1942, Arnold, Bomb Jack, Jeopardy and Basketball. That's 30 separately full-priced games at 1/3 price! The games haven't worn much with age. Look at Betty for instance. One on the Spectrum it is one of the best Animated games ever and in a lot of ways more addictive. Basketball you may have seen recreated in a couple of imitations at the time it was supposed to come out, but it never did. Here's another title that it wasn't up to scratch, but how it works that with the fact that the magazine gives it full marks I can't fathom. It's a variation of the basketball game you play with Dats and upon the fire of the squares of a grid trying to guess when your opponent has placed his chips, you have to over bid yourself if you see an Amiga version of the game, check it out as it's the best one of the lot! If the other games, 1942, Bomb Jack, George H. Gobel's Betty and Commando are the examples of Dats ability to spot a good con-job, imagine what it sees on. At four we not just at all, although I particularly



remember Bomb Jack on the Spectrum and Ghost on the Amiga. These two get my vote as just fantastic games which I'd gladly buy now.

Play And Thrillies Well if you might have thought a ported machine competition as the titles mentioned are those on a fair or fair value than-making people judge by covering their noses. This is a really top flight compilation containing Ben Hur, Thunderbolt, Buzz Saw, Oregon's Liar and Motor Race. Four console conversions on the Amiga, what a ACE at the time one of which is an Amiga version release. Thunderbolt was also noted highly (I'd) and rightly so. TCats was a superb game made first produced by star Dats contractors they and Greg's Graphic Games, who are well known for their quality graphics and graphics. Buzz Saw was one of the most original driving games, and unless you may take there isn't much to choose between for now, although I suspect the Amiga version would win by a nose.

WORLD

GLAMPS

Dates: Oct and Nov. £12.95 and £19.95. CD
Box £19.95

HISTORY IN THE MAKING

Dates: Oct and Nov. £24.95 and £29.95

AMIGA GOLD HITS

Amiga only £24.95

Let's face it, if anything, gold is far easier to get product to offer in a compilation, its UK Gold. A number of Christmas No. 1's enter a list, for pure and Glam has most of them. The game is also older with concepts like Survival, Fighting Thunder, 700 and OutRun, the only 16 in the collection being California Games. This was hailed as the worst game of all time on certain formats, and just plain vanilla on most others. But the other crucial breakthrough is the perhaps more than make up for US's complete lack of games.

Games must be one of the best-selling games of all time, as the includes Amiga on the small screen. The computer version broke all sales records, and a lot of others, around surely the highest bonus for any computer game (initially being the record) if you're looking for a list of Amiga 700 and OutRun. Thunder had the resources, and to date the Spectrum version were the best players, oddly enough. But by far the better property of all time is the software box in Duffin. Although you find a whopping same degree of hype and build up with this year's best game, Thunder Bolt (they might succeed and why not?) nothing can really match the excitement of last year's Golden Year. DUFFIN wanted the game and most of them bought it. I have a sneaking suspicion that the with the best well use of it either US data spent too much money on it to let it just do away. I had a budget release coming in before I knew by words.

History in The Making is the most satirical compilation featuring an incredible 15 games. The selection appears to be a gated history of the great later! What it is in fact is a GOLDEN good reason to log off almost every success it has had, permeating almost everyone with a computer to let us hear words of cheer. It has got some impressive titles on it: Labyrinth, Exports, Madler, Impossible Mission, Super Opie, Gargant, Bront, Power, Jaws, Head of Inflation, King Ya, Masters, Spy Hunters, Road Wars, Bruce Lee, Games, World Games, and King. Some of these are a bit really in the light of today's widespread sophistication, but for the most part they're still playable. And some of them are complete classics: Impossible Mission remains an Amiga favourite of mine, as do Labyrinth and the Bruce Lee game. But there are also some unexpected pleasures like Jopy Hunter, which is an early vertically scrolling shoot'em-up based on a concept I believe Jopy Hunter, although a bit of a throwback technically is behind for quality and for those of us who enjoy remembering it the best time around, a nostalgic experience.

Now back Amiga but could do severely worse than by a go at Amiga Gold Hits. Bruce Commando, Fighting Thunder, Jaws and Labyrinth. ADAM For my money the great feature about this one is the inclusion of Fighting Thunder, one of my favourite games of the early 80s, and the Amiga conversion being one of the most accurate in existence of a little slow at times. There isn't really the space to look at

Amiga Gold Hits
Large Collectible
Force Classic

£1.95, distributed by Andy Tatham's Wright as a budget alternative to the 'Christmas' but then again the result, as it is to be fully.

Not by far the best stuff to be got from Britain's Amiga or the finished list, with Computer People (Price, £14.95) more originally an Amiga release, the idea being that you have a bit of personal being in your computer about you feel and embrace it less firm also, that's what, but enormous fun. Jet Set Willie (Dates: Oct and Nov, £1.95) is most in the original running game in the history of a console. This was the second game I ever bought, and must be OK on the original front, but the years, if you look at the box art and see that that to see. Gold Hits and 113 Amiga House (Dates: Oct, £1.95) is a bit of Amiga's catalog with it, like



not around two years ago, it what I believe was Amiga's greatest hit. Thunderbolt (Dates: Oct and Nov, £19.95) and 113, £14.95) was the first title of the art industry off - well, as the time anyway. For a come a bit more than. Amiga finally Nightmares (Dates: Oct and Nov, £1.95) had your release based on the slightly odd TV music video.

RECAP

The Amiga Gold Hits is the budget game, down to its basics as Duffin, it's probably over.



BG₁₉₉₃

Being with me
 on the
 back. They
 have had
 their
 own
 own
 own

Color: 100% and
 Color: 100% and



Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

all the US Gold compilations and there are hundreds of them, but check out the ratings at the end for details of all of them.

OCEAN IMAGINE

THE IN-CROWD

Discs: C64 and Am. \$12.95/ea

5 STAR

7/7 only \$24.95/ea



TAYTO COMBO OF HITS

Discs: C64, Am. \$12.95/ea and £17.95/ea

Two from the Ocean label and one from the once proud software house, now more cyber label, Imag Inc. One of the very hottest compilations out there is *The In-Crowd*, which apart from being an ancient and excellent Brian Perry tune, also Ocean's compilation flagging this year. Firstly there's *Barbarian* (also a excellent Brian Perry tune), *Chase Cars*, *Kenny Gynar*, *Freeliner*, *Command*, *Target*, *Rampage* and *Platoon*. A great 30-year's worth of games just one year ago, and now you can get them for £17.95 personal benefits as the best must be *Target*. *Rampage* the best teamwork two ever played, and the only game I ever stayed up all night trying to beat on the C64. *Platoon* I found a bit disappointing, but being to produce a war game which doesn't glorify war is a bit of a tough brief, so it's only to be expected I accept.

5 Star is a compilation which has appeared on other formats, but you can have 37 games been out long enough to handle them. *Barbarian* (also again the *Platoon* or *Brian Whitaker* version), *Crazy Cars*, *Endless Racer*, *Robot*, and *Rampage*. These are really hot properties too, but strangely only one is an Ocean game! The others are by Palace. This has been given and a pair of followers, in that order.



But you see there is a new rule in the compilation game (though my love?) and that is, it doesn't just have to be your own games, as long as they sold reasonably well then they're for game, too!

Fortunately enough *Barbarian* sold huge amounts of copies, mainly it's thought, due to Mike's huge success on the cover. Although it was received with a certain amount of critical disapproval, the game ran and ran on the charts, and both and has been flying back and forth for months afterwards. Of the other games on *5 Star* the only one truly doing like in *Rampage* I think - some people really liked the co-op play, but I can't say it ever truly grabbed the *5 Star* game on the site has to be *Endless Racer* but then again I like most racing games to that was inevitable.

There has had to be some of *Target* (some some) and to prove it *Target* has attacked a head of them to one last including *Barbarian*, *Chase Cars*, *Kenny Gynar*, *Freeliner*, *Command*, *Target*, *Rampage* and *Platoon*. This collection gets the job as long as they are excellent at being playable, with chart topers, some of which have really aged at all - they still play better than a lot of current releases. There are much to choose between formats either with the Spectrum versions being as fast and playable as the more valuable Commodore and Amibased programs. *Barbarian* (also rated 5/5 in issue 1 of ACE by the way) was a really old game in the package, and I would have to admit its rating this year all the more obvious info on the tape as the most addictive by far.

BEAU JOLLY

BEAUPHYSIC CHALLENGE

Discs: C64 and Am. £12.95/ea and £16.95/ea

COMPUTER HITS

Discs: C64 and Am. £12.95/ea and £16.95/ea 3/7 and Amibased 2/6

Taking its lead from the recent (or Beau Jolly has been doing the Beau Jolly's Hit! I Call *Beauphysic* game for some time while not actually producing any software, they are adept at buying other companies to let them produce compilations on their behalf. And so *Beauphysic Challenge* contains *Chase Cars*, *Stargate*, *Barbarian* and *ACE 2*, a very strong lineup indeed. If this doesn't qualify as the best game for the best away, then my nose is a sore, getting told at just 100 and *Stargate* (but version would be a huge case in itself) but top that off with the wonderfully addictive *Trips*, the excellent *Physiobomb* and *ACE 2* and the wonderful *Barbarian*! This is a work-testing compilation. *Amiga* also doesn't agree with the must be found from the package if you don't buy any other 5/5 games, the superb (by this collection) *Barbarian* is pretty odd, but it has to be the most original game of the lot apart from its around 30 perspectives and varied landscapes. I refer with me as best game of the compilation. (By the way, it's the best game on the best computer C64.)

And to prove that I can get even more excited without exploding or needing the assistance of a lot of inter-car houses, there's *Computer Hits* from UK, but not many really brilliant games on the one, but there are lots of 'em. On all formats there's *Enginewreck*, *Grand*, *3 Mega*, *Hammer*, *Target*, *Mega*, *Apocalypse* and *Master Of The Arts*. On the



Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

Color: 100% and
 Color: 100% and

**The Action is Simulated
The Excitement is Real**



MICRO PROSE

Simulation • Strategy • Adventure

MicroProse, 2 Market Place, Tempe, Texas 76189-0001, Tel: 0666 54326



THE BEST

1. *Star Wars: Rebel Assault II: The Hidden Empire* (Atari)

2. *Star Wars: Rebel Assault* (Atari)

3. *Star Wars: The Force Unleashed* (LucasArts)

4. *Star Wars: Jedi Knight: Jedi Academy* (LucasArts)

5. *Star Wars: The Clone Wars* (LucasArts)

6. *Star Wars: The Old Republic* (BioWare)

7. *Star Wars: The Force Unleashed II* (LucasArts)

8. *Star Wars: The Force Unleashed* (LucasArts)

9. *Star Wars: The Force Unleashed* (LucasArts)

10. *Star Wars: The Force Unleashed* (LucasArts)

THE WORST

1. *Star Wars: The Force Unleashed* (LucasArts)

2. *Star Wars: The Force Unleashed* (LucasArts)

3. *Star Wars: The Force Unleashed* (LucasArts)

4. *Star Wars: The Force Unleashed* (LucasArts)

5. *Star Wars: The Force Unleashed* (LucasArts)

6. *Star Wars: The Force Unleashed* (LucasArts)

7. *Star Wars: The Force Unleashed* (LucasArts)

8. *Star Wars: The Force Unleashed* (LucasArts)

9. *Star Wars: The Force Unleashed* (LucasArts)

10. *Star Wars: The Force Unleashed* (LucasArts)

THE NEW

1. *Star Wars: The Force Unleashed* (LucasArts)

2. *Star Wars: The Force Unleashed* (LucasArts)

3. *Star Wars: The Force Unleashed* (LucasArts)

4. *Star Wars: The Force Unleashed* (LucasArts)

5. *Star Wars: The Force Unleashed* (LucasArts)

6. *Star Wars: The Force Unleashed* (LucasArts)

7. *Star Wars: The Force Unleashed* (LucasArts)

8. *Star Wars: The Force Unleashed* (LucasArts)

9. *Star Wars: The Force Unleashed* (LucasArts)

10. *Star Wars: The Force Unleashed* (LucasArts)



THE BEST

1. *Star Wars: Rebel Assault II: The Hidden Empire* (Atari)

2. *Star Wars: Rebel Assault* (Atari)

3. *Star Wars: The Force Unleashed* (LucasArts)

4. *Star Wars: Jedi Knight: Jedi Academy* (LucasArts)

5. *Star Wars: The Clone Wars* (LucasArts)

6. *Star Wars: The Old Republic* (BioWare)

7. *Star Wars: The Force Unleashed II* (LucasArts)

8. *Star Wars: The Force Unleashed* (LucasArts)

9. *Star Wars: The Force Unleashed* (LucasArts)

10. *Star Wars: The Force Unleashed* (LucasArts)

CD4 here's also got *Demons Within: Moonfall*, *Fireburners and Blastburners*, *Spectrum* versions only, *Object of Proficiency* and *Top Admiral* versions have *Dragon Activator* and *Endurance*, and both *Spectrum* and *Amiwork* versions contain extra added *Dark Scorpio* and *Dutch 23 06*, so I feel they weren't all that slacking. These're good games, but standing alongside the Supreme Challenge they feel pretty paltry indeed.

GREMLIN GRAPHICS

10 GREAT GAMES
 Date: CD4 and Am: £17.99ms and £14.99ms



SPACE ACE
 Date: CD4 and Am: £17.99ms and £14.99ms

FLIGHT ACE
 Date: CD4 and Am: £14.99ms and £17.99ms

Big games, by comparison, that's truly old Gremlin's forte, but that the company is re-releasing every game it ever made for three major computer systems. **10 Great Games** includes *Lodestone*, *10th Power*, *Land Mission*, *Satan Storm*, *Thunder* and *Fighter Pilot* on all formats. On the *Spectrum* and *Amiwork* there's *Rogue*, *Impossible*, *City Slicker* and *Dragonfire*, and on the CD4 there's *Rebels*, *Into Alpha*, *Legend* and *Way for*. Something for everyone, I think you'll agree. I must declare a fondness for *Thunder* and *Jelly Wars*'s *Iron Alpha* on the *Ami CD4*, and *Impossible* on the *Spectrum*. *Thunder* makes it worth checking out **10 Greats** on that one.

Space Ace is a collection of loosely *Star Wars*-based games like *Cybernetic Northstar*, *Space Hunter*, *Space Warrior*, *Strike Force* and *Armed Forces*. *Terra* is a party title, but still, not actually released. *Sea-Prober* isn't yet called *Manager*. I think you'll find *Pro* and *Arms* and *Warth* a look. *Cybernetic*, *Space* and *Armed* undoubtedly provide them of course, and I'd fairly guarantee good ones for this one.

Flight Ace is, as you'd expect, engaging, multi-flight titles including *ADZ*, *Spillies 40*, *As Traffic Control*, *Turnabout*, *Slide Force*, *Maver* and *ATZ*. *New York 40* was a pretty amazing game, and still, huge amounts of ports afterwards. It's a nice between a flight one and an arcade game, with gripping graphics and an adrenalin-pumped gameplay. You can skim the surface of the play area in the *horizontal* racing mode, which is an exciting way of avoiding enemy vehicles, or you can make up all you. *Spillies 40* was something of an award winner for its

graphics at the time, as I recall, and they've improved, especially on the CD4. Makes you want to give a thumbs-up and say *Clash*, baby. *Grepper* and *Out for Fun*. Check it out, if by Commander.

MASTERTONIC

MEGAPLAY
 Date: CD4 and Am: £9.99ms. BBC version is below.

Surprisingly, from the home of the Budget Bunch, all the titles on the *Mastertonic* compilation are in Budget genre themselves, more of the £2.99 class than £1.99 as I recall. The games on the CD4 version



are *Poolside*, *F. Agent*, *F. F. Agent*, *Five Days*, *Mad Street*, *Men* (previously called *Street*), *Master* or some thing, which I find *Demotax*. Most of these games date from the pre-CD4. *Agent* that's more logical, at that it's called *Agent 2 F*, which is more *F. Agent* is *2 F*, on the *Spectrum* and *Amiwork* it's *Agent 2 F*. *Demotax* *Job*, *Master*, *Carte* *Of* *Master* and *MSO*. A lot of it is fun, selection really, and some from the impressive and somewhat unimpressed *Job*, a couple of which are impressive.

MIRROSOFT

MIRAO
 CD1 Am: £9.99ms

A fully blockading lot of games here. If you don't buy them for the first time issued, that you must see *Stargate* was *TR*, *Am* and *ST* game for a couple of years, and if you have it, heard of it, you must find that you recall in a matter of hours for the last 10 months. After *Stargate* had made its impact and left its storm *Arms*, *Demotax*, *Schroder*, *On*, *The Crown* included the look of *CREWROOM*'s beam shorts and was faded as the perfect *Arms* game. This is mostly due to the superbly drawn graphics, and even nothing to the graphics, which to my mind is just a little simplistic. *Progress*, *Master* and *W*, peculiar little *Master*, which was not great for its presentation, but *game* it always sticks to its

ONE GAME
OR TEN?

TEN LEVELS OF
FAST FRANTIC
ARCADE ACTION

HELL BENT

GET NOW FROM
NOVAGEN

CD-ROM \$4.99 MSRP \$19.99

NOVAGEN SOFTWARE, 2010 10TH AVENUE, NEW YORK, NY 10011-4400, TEL: 212-680-0888

DAMOCLES

IS MERCENARY II

Coming Soon

NOVAGEN



CHALLENGING + ADDICTIVE!

IT'S YOUR CL

R-TYPE
R-TYPE

'87 version looks identical to the arcade version
– C & VG November

'An absolute must for Spectrum-blasting fanatics
– C & VG November

R-TRYPHER



EXCELLENT SHOOT 'EM UP!

ONLY DEFENCE

ersion
umber
atica
mb of



Excellent screen action shots



Excellent screen action shots



Available on Commodore 64/128
Amstrad CPC 6128 and disk (274 85)
Spectrum (257 85), Amstrad car
cassette (257 85) and disk (274 85), Atari
ST (273 85) and on Amiga (274 85)

© 1987
© ELECTRONIC DREAMS CORPORATION
027581030 0017 Post. 02688M

BC₁₀₀

Best and we
wonder if it
with it. The
and it's
and it's
and it's
and it's



over the years. It's almost
today. This is the year we
and we're not too far
of the most interesting
into games of the last few years.
And let's face it, there have been
a few quite funny ones.

SLIVERS

SLIVERSOFF has a range of
games that would make a library,
but that's not the reason this
collection. Firstly there's International
Speedway Class, C64 and Amiga
£1.99. This is a superb race
game which allows you to play
with absolute realism. Having your
race location, as being selected
from a list of famous tracks. You
also signed four wheel class, and
as though local competitors at
an international level. Motor class
class C64 only, £1.99, is a real
three wheel game which not only
allowed you with different
cars, but also gives you better
and better when it comes from
Studebaker Class, C64, Amiga and
MSX, £1.99, as well as being the
SCOTSDODGE (International edition
with a £1.99 price) search to
recover the license from the
Dad Lee's previous year. Finally
There are eight from America, not
even most names to recognize, and
which are for the only one to
play. But the format relevant
has to be different. C64, Amiga
and Amx, £1.99. America's
great tradition of sports games,
great! Call this one an a model re,
a brilliant, pricing together out
of a picture which have been
into the, from 4 to 10 pieces
depending on the level. It's your
time to be there all together again,
all.



being member. Being said that we are taking
some very nice looking games. If you like strategy
games, then try before you buy a very strong. They do
look very good on the monitor and will certainly
impress your 500 owning chums.

TYHERBFT

WEGAPACK

C64 and Amiga £24.95 each

One of the first ever 16-bit compilations worth look-
ing at is Tyherbft's Super collection, containing 15
of Olympic Adventure Video Records On Track
Rite and a previously unreleased game called Star
rule Mission. On the CD the same-old game is
something called Wheel Team. While Olympic edition
was over-kill in the case of ACE (around the 500
K00 mark) but the graphics weren't bad at all.
Although nothing different as a sports game, it will
doubleless own lots of the game.



COMPILATIONS AT A GLANCE

MASTERTROMBO

● **WEGAPACK** (Spec, C64) Amx,
£24.95 each, £19.95 each
● **PIZZA** (Spec, C64) Amiga, £19.95 each
● **CRICKET** (Spec, C64) Amiga, £19.95 each
● **STREETS** (Spec, C64) Amiga, £19.95 each

● **THE SPECTRUM** (Spec, Amiga) £19.95 each
● **THE SPECTRUM** (Spec, Amiga) £19.95 each
● **THE SPECTRUM** (Spec, Amiga) £19.95 each

ICE GOLD

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

ACTIVE DISTRIBUTION

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

OCEANIMAGINE

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each
● **WANTS** (Spec, C64) Amx,
£19.95 each, £19.95 each

THE GREATEST SPORTS COMPILATION



FEATURING ALL THESE FANTASTIC GAMES

WINTER OLYMPIC - **WINTER OLYMPIC 2** - **SUPER HAND ON** - **RUGBY WORLD CUP** - **STEVE DAVIES SNOOKER**
BACK STREET FOOTBALL - **FOOTBALL GOALS** - **SUPER SOCCER** - **VINCE VANINO GOLF MATCH** - **CHAMPIONSHIP SNOOKER**

It's a goal, race on two wheels, compete in winter olympic and with Rob Sind, Ski Jump, learn and downhill. Action packed with Nick the male and winning level against Steve as best play a tough, but as fun nothing. For the start in Track & Field, as you compete in 100 metre dash, Long Jump, Javelin, 150 metre hurdles, Hurdles, The Hammer and High Jump, and if

your doesn't finish you off then involve jump shots again, it the basket ball race, give it all you've got and go for a touchdown in the NFL Super Bowl - then you can sit down... in the cockpit of Formula 1, taking care as you compete to take the Chequered Flag! Check out OSM 2 - the ultimate 11 sports compilation for the SPECTRUM, COMMODORE and AMSTRAD - word.



£17.95

Ocean

£12.95

THE AMAZING AMIGA...



Pack includes:
A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1.3, Basic, Extras and Manuals

PLUS POSTRONIX BONUS PACK
WORTH OVER £250 which includes 40 Disk

Deals (Disk Storage Box, 10 Expansion Cards, Mouse, the Mouse Wheel, 1 Mouse Mat, 1 Mouse Pad)

£399.00
+ £3.95 post and packing

AMIGA 500 PLUS DISK DRIVE

Instruction Manual, Extra Disk, Workbench 1.3, The Very First Tutorial, T.V. Modulator, Mouse Pad, Mouse Wheel, Mouse Mat, Amiga Compatible Disk Drive and 10 Disk Deals

£449.00
+ £3.95 post and packing

AMIGA 500 + 1084S STEREO/COLOUR MONITOR

(including the Amiga 500 deal)
£649.00
+ £3.95 post and packing



1084S STEREO/COLOUR MONITOR

Compatible with PC, Amiga, CMM, CDTV

£259.00

+ £3.95 post and packing



MPS 1200

£229.99

+ £3.95 post and packing

The Commodore MPS 1200 printer provides the ease of use and a more powerful, wide of the format and a power that makes it suitable. The MPS 1200 is designed to be the best printer to use. It can support almost any PC printer, as well as the full range of colour graphics. It can also support almost any PC printer, as well as the full range of colour graphics. It can also support almost any PC printer, as well as the full range of colour graphics.

MPS 1500 COLOUR PRINTER

£199.99

+ £3.95 post and packing

A TYPICAL CHARACTERISTIC

- PRINTING SPEEDS 100 characters per second (variable)
- PRINTING QUALITY 300 dots per inch (variable)
- PRINTING FORMATS Letter, Legal, A4, A5, B5, 11x17, 12x18, 14x18, 16x18, 18x18, 20x18, 22x18, 24x18, 26x18, 28x18, 30x18, 32x18, 34x18, 36x18, 38x18, 40x18, 42x18, 44x18, 46x18, 48x18, 50x18, 52x18, 54x18, 56x18, 58x18, 60x18, 62x18, 64x18, 66x18, 68x18, 70x18, 72x18, 74x18, 76x18, 78x18, 80x18, 82x18, 84x18, 86x18, 88x18, 90x18, 92x18, 94x18, 96x18, 98x18, 100x18
- PRINTING QUALITY 300 dots per inch (variable)
- PRINTING SPEEDS 100 characters per second (variable)
- PRINTING FORMATS Letter, Legal, A4, A5, B5, 11x17, 12x18, 14x18, 16x18, 18x18, 20x18, 22x18, 24x18, 26x18, 28x18, 30x18, 32x18, 34x18, 36x18, 38x18, 40x18, 42x18, 44x18, 46x18, 48x18, 50x18, 52x18, 54x18, 56x18, 58x18, 60x18, 62x18, 64x18, 66x18, 68x18, 70x18, 72x18, 74x18, 76x18, 78x18, 80x18, 82x18, 84x18, 86x18, 88x18, 90x18, 92x18, 94x18, 96x18, 98x18, 100x18

AMIGA 1010 DISK DRIVE

Amiga 500 external drive. Capacity 800K. PLUS FREE DISK STORAGE BOX & 10 BLANK DISKS

£149.99

+ £3.95 post and packing

A501 RAM PACK

£149.99

+ £3.95 post and packing

256K for the Amiga



Free Disk

... AND MORE BESIDES!



THE FURY 3D GAME
COMPELLING DRAMA & TEST
SPORTING CHALLENGE

Experience the 3D action of
FURY... a gripping story of
drama, suspense, and
action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £149.99
+ £12.95 postage



JAGGED BLOOD 3D GAME
EXCITING THE BEST OF THE LATEST
PLUS A COMPANION OF 1-1 CASH GAMES

Experience the 3D action of
JAGGED BLOOD... a gripping
story of drama, suspense,
and action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £149.99
+ £12.95 postage



THE FURY 3D GAME
COMPELLING DRAMA & TEST
SPORTING CHALLENGE

Experience the 3D action of
FURY... a gripping story of
drama, suspense, and
action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £199.99
+ £12.95 postage

**AN EXCELLENT PACK, PROVIDING
HOURS OF ENTERTAINMENT FOR ALL
THE FAMILY**

Experience the 3D action of
FURY... a gripping story of
drama, suspense, and
action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK OF 100+ OF
FREE SOFTWARE**

ONLY £199.99
+ £12.95 postage



INFERNO 3D GAME
HELL IS FOR THE BELIEVERS

Experience the 3D action of
INFERNO... a gripping
story of drama, suspense,
and action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £169.99
+ £12.95 postage



JAGGED BLOOD 3D GAME
EXCITING THE BEST OF THE LATEST
PLUS A COMPANION OF 1-1 CASH GAMES

Experience the 3D action of
JAGGED BLOOD... a gripping
story of drama, suspense,
and action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £149.99
+ £12.95 postage



THE FURY 3D GAME
COMPELLING DRAMA & TEST
SPORTING CHALLENGE

Experience the 3D action of
FURY... a gripping story of
drama, suspense, and
action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £199.99
+ £12.95 postage



JAGGED BLOOD 3D GAME
EXCITING THE BEST OF THE LATEST
PLUS A COMPANION OF 1-1 CASH GAMES

Experience the 3D action of
JAGGED BLOOD... a gripping
story of drama, suspense,
and action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £149.99
+ £12.95 postage



RECYCLED 3D GAME
RECYCLING IS A GOOD THING

Experience the 3D action of
RECYCLED... a gripping
story of drama, suspense,
and action... with superb
graphics and a superb
soundtrack.

ONLY £15.99
+ £12.95 postage



JAGGED BLOOD 3D GAME
EXCITING THE BEST OF THE LATEST
PLUS A COMPANION OF 1-1 CASH GAMES

Experience the 3D action of
JAGGED BLOOD... a gripping
story of drama, suspense,
and action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £149.99
+ £12.95 postage



THE FURY 3D GAME
COMPELLING DRAMA & TEST
SPORTING CHALLENGE

Experience the 3D action of
FURY... a gripping story of
drama, suspense, and
action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £199.99
+ £12.95 postage



JAGGED BLOOD 3D GAME
EXCITING THE BEST OF THE LATEST
PLUS A COMPANION OF 1-1 CASH GAMES

Experience the 3D action of
JAGGED BLOOD... a gripping
story of drama, suspense,
and action... with superb
graphics and a superb
soundtrack.

**PLUS! PROGRAMS, BONUS PACK,
OF FREE SOFTWARE**

ONLY £159.00
+ £12.95 postage



STARFIGHTER
Compass with Star-Track
Space-Track and
Compass. Also MP-Track
Compass.

ONLY £14.95



EUREKA 104
Compass with Star-Track
Compass. Also MP-Track
Compass.

ONLY £8.95



**MAGNETA JOYSTICK
CONTROLLER**
Compatible with Atari Computers,
Apple Computers, Commodore

ONLY £6.99



EUREKA 104
Compass with Star-Track
Compass. Also MP-Track
Compass.

ONLY £9.99



CHALLENGER DELUXE
Compass with Star-Track
Compass. Also MP-Track
Compass.

ONLY £4.99



**TAC 2 CONTROLLER
JOYSTICK**
Compatible with Atari
Computers

ONLY £13.99



COMPETITION PRO 1000
Compatible with Commodore
Computers

ONLY £14.95



**TAC 2 CONTROLLER
JOYSTICK**
Compatible with Commodore
Computers

ONLY £10.99



NEW AVAILABLE FROM POSITIVE LTD

Just six weeks of monthly
activity - and you're done!
This is the only one... designed to
be played monthly... and
it's the only one that has other all
month's challenges.

CM OLD STYLE £6.99
CM NEW STYLE £7.99
AMBA 500 £9.99
GIARDI 5000 £9.99
GIARDI 5000 £9.99



NEW! THE ULTIMATE 1-1 CASH CATALOGUE

... and many more!

R
00
making
R
00
making
VE
99
making
99
making

OFFER SUBJECT TO AVAILABILITY. OFFERS SUBJECT TO CHANGE WITHOUT NOTICE.

A KALEIDOSCOPE OF STUNNING SOFTWARE....

from Rainbow Arts famed for their exciting and original games. Don't miss these three new software sensations.

"This is a strategic masterpiece which will keep you playing for many hours."

ComputerGamingWorld

Joan of ARC

Gameplay 97%
Graphics 94%
Sound 97%
Overall 95%

Computer Games World



Spaceball 95%
Graphics 97%
Sound 95%
Overall 93%

REALM OF THE TROLLS



Adventure \$24.99 (49¢)
May 87 \$23.99 (49¢)
RIP PC \$23.99 (49¢)
CIB \$40.99 (49¢) cassette
\$24.99 (49¢)

REALM OF THE TROLLS - Discover over 200 new games and be prepared for hundreds of hidden surprises as you receive the golden treasure chest for the legendary troll.

JOAN OF ARC - Brave the legendary destiny of France's most famous heroine. An action-packed game filled with loads of action and also with intricate and brilliant strategy.

SPACEBALL - We back the planet! Make sure the trademark discovered by gaming aficionados - the real game of the future requiring tactical maneuvering and stellar reflexes.

SPACEBALL



Adventure \$24.99
May 87 \$23.99
CIB \$40.99 cassette \$24.99
\$24.99

Rainbow Arts

Okay, it's the last issue of 1988, so it's time to do something a little special. We had a chat with the man who wrote **POWERDROME**, and as a result can bring some performance-improving tips from the author himself. Baffled by **BOMBUZAL**? Tony Crowther, designer of more than a few of the torbasse levels, gives part of the inside story on defusing explosives, with a few tips thrown in by the man in the Mirrorsoft office who gets away with spending most of his day in front of **Bombuzal**. Mark Jordan.

And to get into the New Year with a bang, we've decided to give away **£150** of software to the sender of Tip of the Month, starting with the January issue! Five more tipsters stand a chance of collecting the prize of their choice every month too — so in between dealing with the turkey and mince pie this year, get going! Happy Christmas, and have a Tippy New Year!

BOMBUZAL



■ Tony Crowther (above) and Mirrorsoft's Mark Jordan give us the benefit of their inside knowledge in the form of a dozen, quick hints.

An easy way to complete a level is to blow up all the bombs on the level first, and see which squares remain untriggered. These are the squares the player should aim to reach on.

Blow the top of each level carefully before trying to complete the level.

When attempting to detonate a pull-up bomb, push it up, so it is easier to see the bomb's size when it's held up.

Remember that when you are triggering a level you are responsible to the effects of the monsters on the levels.

When returning from a team to square you are most likely to explode.



Bombuzal has three states: Phase 1-SET, Phase 2-ON, Phase 3-OFF. Phase 2 can never be reactivated after a switch has been operated.

When triggering the explosives, make sure you blow out, so if you're interfering with a mine, it will be destroyed before you get there, provided the square is in the blind radius and is needed.

On the ST and Amiga versions of Bombuzal, the mouse makes the game even more difficult and should only be used by experienced players.

When dealing with mine that are ready, try to hit them off as quickly as possible, and the disarming squares and switches to make the squares disappear beneath them.

When using trapped doors you may activate switches, but when the bomb blows up the door will be open. Also, if you try to move the door away from the bomb, you will miss when the bomb and door have been destroyed.

A blind door cannot activate switches!

Remember the coordination mix under a door. You will need 1 when you continue a 11, the game ends at 10.



DATEL ELECTRONICS



AMIGA PRO SAMPLER STUDIO • DATEL JAMMER

- Amiga quality sound sampling system at a modest price
- Fully featured multi software for multiple languages
- Effects include reverb, delay, chorus, flanging, phaser, distortion, compressor, limiter, auto-tune, pitch-bend, and more
- 16-bit stereo, 44.1 KHz
- Separate internal/external sound output
- Variable sample rate & playback speed
- Resample speed for variable playback plus auto fade-in/out
- 200 lines of record memory, 16-bit stereo, 44.1 KHz
- 100 lines of record memory, 16-bit stereo, 44.1 KHz
- 100 lines of record memory, 16-bit stereo, 44.1 KHz
- 100 lines of record memory, 16-bit stereo, 44.1 KHz

ONLY £69.99 PLEASE SEE US AT AGORA, 20000, 20000



DATEL JAMMER

To complement the Sample Studio the DateL Jammer gives you a 16-way keyboard to play a record you sampled.

- FEATURES:**
- 16-note keyboard up to 16000 notes
 - Tempo & tone controls
 - 16-bit stereo output
 - 16-bit stereo output
 - 16-bit stereo output
 - 16-bit stereo output
 - 16-bit stereo output



MIDIMASTER

- The most feature-rich 10000/20000/30000 system available
- Compatible with most leading file managers (including software)
- Multi-destination file transfers
- Fully open window
- No need for one more! Full text transfer

ONLY £34.99

MIDI CABLES

- 10-pin cables
- 10-pin cables

ONLY £6.99 PAIR UNBEATABLE VALUE



MIDI MUSIC MANAGER

A TRULY PROFESSIONAL MIDI PACKAGE AT A REALISTIC PRICE

- Run any 64-bit MIDI software there, any software
- Real-time MIDI to and from MIDI
- Real-time MIDI to and from MIDI
- Real-time MIDI to and from MIDI
- Real-time MIDI to and from MIDI
- Real-time MIDI to and from MIDI
- Real-time MIDI to and from MIDI

ONLY £39.99



1MEG INTERNAL DRIVE UPGRADE

- Replace internal 500K drive with a full 1 meg drive
- The same old, same old
- Full backup instructions
- Easy to use - no special skills required
- Works with all software
- Available now
- When considering a drive replacement remember that quality is most important

ONLY £79.99



DATA/SWITCH BOXES

All 8-pin external now internal and compatible with most software

- Available in 10000/20000/30000
- Available in 10000/20000/30000

PRINTER LEADS

- All you need to get your printer working
- All you need to get your printer working

ONLY £8.99



ST COPY - DEEP SCAN NIBBLER

- Copy 5.25 inch disk to 5.25 inch disk
- Copy 5.25 inch disk to 5.25 inch disk
- Copy 5.25 inch disk to 5.25 inch disk
- Copy 5.25 inch disk to 5.25 inch disk
- Copy 5.25 inch disk to 5.25 inch disk
- Copy 5.25 inch disk to 5.25 inch disk
- Copy 5.25 inch disk to 5.25 inch disk

ONLY £29.99

ST SUPER TOOLKIT II

- Powerful file manager
- Powerful file manager

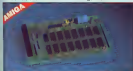
ONLY £14.99

DATTEL ELECTRONICS

EXTERNAL 3.5" DISC DRIVE

- Models take two profiles and only 1" long
- Supports MS-DOS drive software
- Swap-part drive always operating when drive
- Assembly against zero vibration to ensure reliability
- 5.1 megabyte capacity
- Good length cable for connecting to your hard disc
- Value for money. Before you buy a drive please compare the features. Our drive has an MS-DOS drive unit that formats files normally formatting, many more available and loads as a part of our standard. Don't expect a few pounds less if you try with models that compromise your file loading from the manufacturer
- Complete. No more to buy
- High or low-drive models available.

ONLY £89.99 SINGLE DRIVE £149.99 (FREE POSTAGE)
 MS-DOS FILE COMMANDS DELIVERY BY ENGINEER



512K RAM EXTENSION CARD

- Available for standard industry PC/XT system
- Single page internally into 2088 slot
- Needs board with power supplied
- Card maximum 100 mil/100 pin
- Amiga 1000 (Standard & 1000)
- Other models of PC/XT relevant to this kit is currently being
- No on-board 1 megabyte capacity

ONLY £19.99 FOR STANDARD CASES TO ACCEPT BULK
ONLY £34.99 FOR VERSION WITH CLOCK/CALENDAR
PHONE FOR LATEST FULLY POPULATED BOARD / RAM PRICES.



MARAUDER II

NOTE: SIMPLY THE BRAY 4860 COVER AVAILABLE FOR THE 8088 (ALL MODELS)

- Supports 512K and 1024K up to 2MB with 100 pin maximum 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin

ONLY £29.99 POST FREE



EXTERNAL DRIVE SWITCH

- Fits to the end of external drive
- Easy to install, mounted on the end of the drive
- 100 pin max 100 pin 100 pin 100 pin

ONLY £9.99



1 MEG RAM UPGRADE KIT

- 1 megabyte kit to fit internally into 2088 slot
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin

ONLY £99.99

REPLACEMENT MOUSE

- Fully compatible
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin

ONLY £24.99

SPLITTER LEAD

- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin

ONLY £4.99

SOLDER/DESOLDER KIT

- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin
- 100 pin max 100 pin 100 pin 100 pin

ONLY £9.99

ALL ORDERS NORMALLY DESPATCH WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE
 0292 744207
 9AM-5PM
 7 DAYS A WEEK

BY POST
 Send cheque/PO with order to: Datel Electronics Ltd
 1000000000

FAX
 0292 744209
 Use delivery point code
 0292244209
 1000000000

PLEASE USE APPROPRIATE FORM ONLY AT TIME OF ORDER AND REFERENCE TO ORDER NUMBER

ORDERS RECEIVED FROM OVERSEAS MUST BE TELEPHONED FOR QUOTE

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., PENTON INDUSTRIAL ESTATE
 GAVAN ROAD, PENTON, STONE-ON-TRENT, ENGLAND

SALES ONLY
 0292 744207

TELEFAX ONLY
 0292 744209

POWERDRONE

If anyone out there knows how to get the best out of POWERDRONE, it is almost certainly the man who wrote it: Mike Powell. So if you're driving the Typhoon more like a Morris Minor at the moment, check out what Mike has to say, slip on those driving gloves, grab a joystick and see if you can better the Master's personal best lap timings...

FLYING YOUR TYPHOON

Powerdrone's more to the point view games, means a certain amount of practice before you can play it well. When a player first starts, the mouse could well appear very sensitive. It has to be like this for the faster, bumpy tracks where you might want to go here but left back to full right in 1/100th of a second. The approach is a little easier for beginners, but for precision and fast direction-changes, you have to use the mouse.

First of all, scale down the inverter response on the setup screen. If you still feel yourself crashing into every available fuel pit first, turn the shock option on in the pits. This might be a quarter of an hour on the oval track you should be getting the hang of it and can increase the sensitivity.

EASY CORNERING

To turn the Typhoon, all you do is bank over. However, this isn't the fastest possible turn rate. To achieve this, first of all get the craft tipped nearly at right angles, then pull back on the mouse using your inverter effectively as a rudder.

Use the racing line. Just as in all ground-based racing, the fastest line through a corner is from the inside of the track to the inside and back to the outside as the corner ends. In this way you straighten out the turn as much as possible. In three dimensions it is a little harder to do, but the principle is the same. When on an outside section of the track, fly as close as possible to the sky-force field—but only if it less damaging than hitting the ground. But the track is safer at that height.

Going into an under/over section is one of the most difficult manoeuvres to get right in Powerdrone, but also one of the most satisfying when you can pull it right. The fastest way is not to brake at all but to flip the nose on to back and pull back. Then roll through 180 degrees with the natural curve of the track and pull back again.

SAFE AFTERBURNING

You won't get a steady burn by without using afterburner, however, only use them when pointing straight or you could have a hot day. Overheating engines is a problem, mostly on the test oval with its long long straights, so keep an eye on the temperature gauges. If you blow an engine it cancels but any time you might have made up.

FUEL CHANGES

When a storm is brewing up, the decision could be made as to whether to go into the pits and change tanks. Watch up how many tanks are left.

As you need a fuel/overheat also engine? You can take a chance and continue without, though you. But the storm may be a bit longer than you thought.

FUEL USAGE

Try to judge which type of fuel to use depending on the track you're about to race on. If you're really good on that particular track, use



THE WAY TO

Powerdrone for maximum speed. If it's one of your weaker tracks, though, use Economy as the extra speed will probably only make you crash more often. The race length matters too, as a short one a pit stop may be vital as the race may narrow the difference between first and last.

RACE TACTICS

The fastest way to enter the Pitlane is to corner down the pit lane and bring it out right, cut the engine before you reach start pit. Alternatively, if you're going way too fast to slow down at that point into the normal raceable wall.

DAMAGE REPORT

It's a waste the end of the race, don't bother to get repairs done, just try and time yourself. If you have to go in the pits for fuel though, get changing. The racecourse needs to return time. Find out your best time and before you go if you feel have an idea of what you can change.



RDROME



TO PLAY ACCORDING TO MIKE POWELL.

TRACK TIPS

Tip: Don't fix the real secret to this one — just use as much afterburner as you can, start off firing your engines.

My best lap: 1:12.94 sec.

AutoCops: Use narrow underground section, or to end drive in the middle of the track. **Verdict:**



underground choice can be taken far out — just
My best lap: 2:01.27 sec.

Comments: Entry to underground section is difficult as it's just after a tight curve. Use the flip switch down technique. The section from underground exit to start line should be flown with judicious use of afterburners.
My best lap: 2:01.27 sec.

Orbits: The diagonal underground section is difficult at first, but not so hard as it seems when you know which way the track goes. After you come out onto the surface open the section from the exit of the right-hand hairpin to the start can be taken far out, but only if you get your line exactly right through the series of chicanes.
My best lap: 1:56.54 sec.

Manual: This is probably the hardest of the six tracks. More Standard feel is usually the best choice here as it is difficult to use the extra speed of Nitro. Slow down to half speed for

the dip under the track as a crash here can cost a lot of time.

My best lap: 2:01.18 sec.

Specialty: The very tight hairpin (third corner from the start) should be taken about 30% speed. Alternatively, if you're not too damaged already, swing straight into the corner and smash into the wall to lose the speed. The underground loop takes some practice. Use very gentle corrections on the issue — if you crash here, it's difficult to build up speed again.
My best lap: 2:01.00 sec.

OUTSIDE THE BOX!

If you know someone with an ST, get together and play against them in Detonik Mode. For the satisfaction of beating someone you know it's worth the small cost of a cable. If one of you is a no better than the other, you can introduce handicap by say the fast one using the slowest fuel and no afterburners. If there's a chance of you, have a handicap competition.

LAST NINJA 2

■ To get through falling, here's how to complete the first level on the Spectrum.

From the starting room, go behind the curtain and watch the wall. See that Reflex is at you. Enter. Return to the first room and fall through the hole above the door. You should now see a key on the floor. Take the key and exit. Leave the next curtain by the bottom end and on the following screen you'll find some slushers in a box - take the slushers.

Go through the gap in the wall and into the next room where you'll see a knife up for 750. Pass the slushers and go into the next room. There's a slushier at the start of the room and then take the map before climbing the wall bars and exiting by the left. Jump the gaps and pick up the pole and then jump back into the previous room. Walk backwards onto the wall bars and you will climb back down them. Leave and go past the slushers again before leaving the next room by the right-hand exit.

Go through the gap in the wall and enter the next room. Throw a slushier in the rear and pick up the first ball of the rope that whirrs in the room's corners. Reduce your stress to



the gap in the wall and go into the next room. Throw 3 slushiers at the man and pick up the oval ball at the rear end of the woman's toilet again. Leave the room and pick up the handbag in the last dug stand. Leave by the top exit and you should be in the gate room. Go to the middle of the gate while holding the key and pick up the key through the gate. Jump the rear by using the lead (the rope) on the left and leave.

In the next room are some bees - avoid them and go up the window path. When you get to the middle of the path, run and then jump onto the cloud. Go to the bushes and poke the bee with the stick and it should move away. Then move to the bottom edge of the island and run and jump back onto the path. Now cross the river by using the lead and leave the park. Now last of the second level.

■ Jason Richardson, Wincanton

PLATOON

■ Here's a handy tip for C1 owners!

Type in **COMPLAINT - ALL** when the title screen appears and the word **CHAS** appears below the programmer's names. Start the game and you'll find that pressing F3 takes you straight to the TNT. F3 takes you straight to the bridge and F4 takes you straight to the village.

■ Mark Bellwood, Worcester

WIN £150 WORTH OF SOFTWARE?

Winning over £150 worth of software just by playing a game? Yes, it's possible! And you can win it all in just one hour! The only way to win is to complete the game in under 15 minutes. The game is called **THE NINJA** and it's available on all Spectrum computers. It's a fast-paced action game that's easy to learn and hard to master. It's the only game of its kind on the Spectrum. To win the game, you must complete the game in under 15 minutes. It's a challenge that's worth the effort. The game is available on all Spectrum computers. It's a fast-paced action game that's easy to learn and hard to master. It's the only game of its kind on the Spectrum.

Winning over £150 worth of software just by playing a game? Yes, it's possible! And you can win it all in just one hour! The only way to win is to complete the game in under 15 minutes. The game is called **THE NINJA** and it's available on all Spectrum computers. It's a fast-paced action game that's easy to learn and hard to master. It's the only game of its kind on the Spectrum. To win the game, you must complete the game in under 15 minutes. It's a challenge that's worth the effort. The game is available on all Spectrum computers. It's a fast-paced action game that's easy to learn and hard to master. It's the only game of its kind on the Spectrum.

Winning over £150 worth of software just by playing a game? Yes, it's possible! And you can win it all in just one hour! The only way to win is to complete the game in under 15 minutes. The game is called **THE NINJA** and it's available on all Spectrum computers. It's a fast-paced action game that's easy to learn and hard to master. It's the only game of its kind on the Spectrum. To win the game, you must complete the game in under 15 minutes. It's a challenge that's worth the effort. The game is available on all Spectrum computers. It's a fast-paced action game that's easy to learn and hard to master. It's the only game of its kind on the Spectrum.

SUPER MARIO BROS

■ The classic Nintendo game has been around for quite a while - but do you know how to set off the fireworks? Or why you should destroy Super Mario? Read on.

THE WARP ZONES

There are three warp zones in SMB, the first is at the end of World 1-2. Take the elevator up and jump over to the top. Run to the right and you'll find a room containing three pipes - these lead to Worlds 2-3 and 4. At the end of World 4-2, take the elevator to the top and run to the right where you'll find a warp zone leading to World 5. To get quickly to World 8 though, jump up in World 4-2 to make the invisible blocks appear. Get onto the blocks and hit a brick to make a warp pipe. Climb the one and run to the right while collecting coins. Then you'll come to the final warp zone that leads to World 8. That's it.

World 4-3 there are other hidden Worlds:



places that look empty at first. Stand on the blocks to get the 1-UP Mushroom or other goodies.

The fireworks can be set off when you jump onto the pole at the end of each level. In the last level of the level indicator. Jump onto the pole when the number is

a one, three or six and the fireworks will go off every three or six levels. There isn't a limit to how many you can set off - you can set off over 500 pipes. Use your jump well!

One obvious tactic is to let Super Mario die. He then turns into a coin-throwing Mario and is invulnerable for a few seconds.

Just before the end of World 2-1 there's a star way. When Koopa Troopa comes down the staircase and reaches the lowest step jump on him to make him fly and then keep jumping on him and score a 1-UP for every jump - up to 100. One 1-UP costs the 100 though - or the game will be over.

If you lose all your lives (6) - meaning when you've got to World 8 - press the coin button while holding down the A button. You'll now be able to start on level one of the last World you've beat. However, you only get another three lives.

Remember: Mario can't take when you press the B button - so at the end of the Bonus stage in the Clouds in World 3 - at the place where every other block is in the field cover the B button and you can collect all the coins without falling down.



Your quest is interstellar wealth and to hell with glory



The greatest attraction for four out of five million words read from a computer, something worth at least thirty-five cents for the art of interstellar warfare, name the mechanics of the game on demand and repeat the daily space mission. Forget the markets, forget the money, forget the glory. As a member of the Federation of Free Traders it is for money and not profit!

FEDERATION OF FREE TRADERS



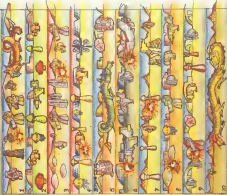
ATARI ST/AMIGA
£29.99



More info from Best of London,
an Atari UK news service, call
0203 614 4444

Graphic Designers: Software Ltd.,
Atari House, 48 Carter Street,
Bristol, BA 2 9EJ, Tel: 0117 324 01

SPACE AND SPACER + HARRIER II



TYPESOFT

PRESENTS

THE GREATEST SHOW ON EARTH

RINGLING BROS. & BARNUM & BAILEY

CIRCUS GAMES



Step right up... see the main attraction. Typesoft welcomes you to the greatest show on earth Ringling Bros and Barnum & Bailey promises to bring you Circus Games capturing the thrill and excitement of the Big Top.

We challenge you to attempt the High Wire - do flips, Cartwheels and Hand Stands. Ride the Unicycle. Try your hand at Trick Horse Riding. Attempt the daring feat on horse back and warm to the applause of the crowd. For the real spirit of adventure Tiger Taming shows you to tame the ferocious Bengal Tigers. Make them stand on their hind legs - walk down an obstacle course and jump through flaming hoops. Your skill and judgement are vital when it comes to tackling the Steeplechase - you may discover that you're a real "high flyer". The Circus wouldn't be the Circus without clowns - and this is no exception. Laugh at their antics between events - it's what the Circus is all about.

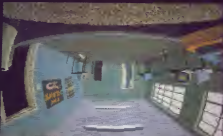
ST / AMIGA / PC £24.95 CBM 64 CASS £9.95 DISK £14.95
 AMSTRAD CASS £9.95 DISK £14.95 SPECTRUM CASS £9.95
 DISK £14.95 BBC/ELECTRON CASS £9.95 DISK £14.95



Address: Software / Euron
 Blyden, Type & Wear 1021, Ltd
 222, (070) 434 9811

Welcome to a whole new section on adventure, role-play, and fantasy. Every month we'll be asking the best writers to keep you up to date with all the news on your favourite software. We'll be carrying stories on the stories behind the stories, analysis of adventure and role-playing trends, interviews with programmers, and of course the most authoritative reviews of the latest games.

All this means that we bid a fond farewell to The Pilgrim, who heads off to pastures new. In case that should prompt you to shed a tear, cheer up – because the new column will be edited by Steve Cook, ex-ACE editor and a man who not only knows a good adventure when he sees one but can also sniff a turkey either side of Christmas...



• Files

• Text

• Graphics

• Sound

• Atari ST - life is just a bowl of goldfish in First Person? Why not I upside down?

FISH

MAGNETIC SCROLLS/RAINBIRD bowl you over



• Glossy Point

• INFO

• Atari ST - It may take some time for your First-Person to see the wood for the trees.

MAGNETIC Scott's latest product just missed our list this time, but we've used the time saved and can bring you not only the review, but also an extra view with author Phil South. Here's the low-down straight from the redneck.

Fish is a first-person game with three video display windows and a larger game area in which the bulk of the action takes place. The game follows in the 3D tradition featuring excellent graphics, a powerful parser and a good deal of word humor.

If the word humor puts you off, don't despair. Compared to *The Pawn*—and certainly compared with *Jester*—*Fish* is, well, better. Although the laughs don't always come off the best, the feeling is of a game with a more straightforward approach. The emphasis is on humor, not silliness.

In contrast with games like *Condo* of *Law and Leather*, *Delicious* or *Phobos*, *Fish* creates a universe in which you can shoot how one character would to another. The story gets something like this:

You are an Inter-Dimensional Espionage Operative with the power to swap both one body to another. Your first body can be anything from a cat to a camel to a starfish—no accident. In *Fish*, you are obviously a god fish, a master technician and a rock star (being offered). The story you'll explore a number of very different worlds and interesting use of the technical prowess (it's hard to imagine) in the game was adapting the logic to different bodies. Fish after all, can't shake off the same things that humans can.

Your opponents in the game are the Seven

Deadly Run from your golden boat when you start the game, you swing left to three of four locations, solve a series of puzzles and then launch off into Adventure to do battle with the ogre.

Unfortunately there are some seriously odd bugs (crashes, crashes in VLS for the ST when an first run the screen was blank because the bugs had been fixed, but they were still there in the production version we finally received for review.

Most of the ones that were are not too serious though it is annoying to be told that there is a glitch on the wall, then to be told a moment later that there isn't a glitch here to correct. Of more importance is a bug concerning the solution of one of the puzzles, so that all sufferers out of their misery stop by returning them to play all three adventures at once one after the other and not to bother reviewing them from the game's interface pages.



These puzzles that are not affected by such problems fit into a pleasing hierarchy in that which is one of MD's strong points. The point is a whole is best compared to Gold of Thrones - it has a cultured atmosphere, a strong storyline and a series of fairly complex puzzles. The quality really isn't for such size, but a large text/puzzle game, and it does look VERY pretty!

RELEASE BOX

CD-ROM	£7.99	1991
EPIC 130		1991
STAR 87	£24.95	1991
NEW PC	£24.95	£6.19 (ST)
ARTIFACT	£19.95	1991
EMMA	£24.95	£27.95 (ST)
NEC	£24.95	1991
NEW	£24.95	1991
APPLE II	£19.95	1991

THE ACE VERMOT

Now available from Commodore, better game play than Ace, but only available on the ST. No, it's not a 64-bit and more than Gold of Thrones, but it's not a CD or the ST is still a very reasonable investment.

LAUNCHING ON SYSTEM 80
CHALLENGING ON ENVIRONMENT 80

PHIL GOES SOUTH

"I'd love to be working with you on this, talking to me like in an official fashion about technical things when I can't do them... You're a real GUY, and what do you want?" Phil's first big problem came in the form of a message from your agent's boss, John, who'd been in a hurry to get a few things done before he called the official meeting ending a game for Magician's Spells.

So that's how I had your job, John Malley, head of development, and Phil's first two meetings called by John - involving Peter Kemp and his brother Peter (Suggs) are the first outside game designers to produce an adventure under contract for Magician's.

It looks like being a great success, despite the problems of creative collaboration.

"I'm pleased it has come out so well," admits Phil. "I couldn't go to visit the MD team unfortunately, but the original format of the game has come through although it was an effort to suit our systems."

The original purpose involves creating a complex maze in a world full of water - not an easy thing to do at all. Phil and John went off out for consistency through the design of the scenarios and the puzzles. Their main aim was the suspension of disbelief regarding "fish people" in a fairy world.

The game team is led by Phil, John and Peter's early experience with Infocom games. Suggs and Knechtler were the consultant. "I liked the idea, but those two games I played weren't very good. The Habitat one I liked, but I liked it without help, which I was very proud of. I wish of course, but we've never had another resource of help."

Interestingly, Phil's agents advise that game, or multi-player experience. "I prefer to play with someone else around, and we've often had help from two

player games." The stage you get to it contains for whom adventure is about a mix of timing but a feeling that definitely comes across while playing Phil. As a result he has a pragmatic attitude to games in general.

"I don't agree with over-complex games that aren't games in their own right - even if it's only to avoid the problem and making only a few items for each word. Infocom used to have a game that only had the first four letters, and I think it's better to do something so complicated it goes in the way."

ACE certainly agrees with him about early on (the game). In the MS game, for example, you can type GED NORTH and you bring Gump your way.

Phil says: "With a name like that, you just HAVE to play a character!"



A WHOLE NEW BALL GAME...



Do you remember when computer games were fun?

When you would stay up all night playing them? HELTER SKELTER unashamedly recreates the addictive simplicity, the fun, and the enjoyment that made games like Pacman and Bobble Bobble all-time classics. Bounce your way through 80 challenging screens, squashing monsters, snatching tokens, and collecting bonuses. Or use the built-in designer to create 48 screens of your own, as hard, as simple, as much fun as you like. It's even more fun when two play at once! Do you co-operate, or do you compete? Do you play fair, or do you double-cross? If you thought the fun had gone out of computer games, then HELTER SKELTER is the game that'll change your mind!

Out now for Amiga
and Atari ST £14.95

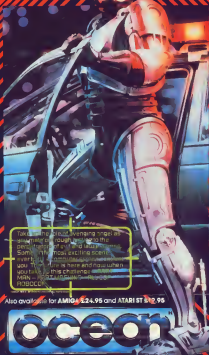
Audiogenic Software Ltd.

Winchester House, Canning Road, Harrow, Middlesex. HA3 7SJ. Tel: 01-861 1166

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO

ROBOCOOP



Take the role of the avenging angel as you take on rough baddies to the delight of all evil and law-abiding. Some of the most exciting scenes ever put on computer screens are now on the screen here and now when you take to this challenge. **ROBOCOOP** MARK YOURSELF AS THE NEWEST ROBOCOOP.

Also available for AMIGA £24.95 and ATARI ST £12.95

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTEAD





Put 2D+™ (TM) flight simulation software™ into the fastest in a class™ (TM) today's 486™ desktop. The graphics, the sound™, the animation that smooths™ and the feeling of flight that conquers™ the 3D™ is no joke. Domestic game play challenges you with a lifetime of action. Fight your way through hundreds of missions packed into the real world regions of Libya, the Persian Gulf, the North Cape and Central Europe.

Combat will teach you to never follow. Never another glide bomb with your joystick and before there's all the way to respect. In lower stopping draglites use Thrust™ to lock into enemy MILs. Engage TacViv™ for an inside perspective that clearly keeps you and your target in sight. Plus learn the secrets of stealth flying — maintaining a low electromagnetic profile to evade enemy radar and mastering the tactics that only a combat pilot dares to try.

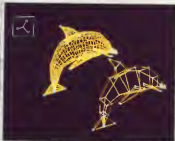
MICRO PROSE
SIMULATION SOFTWARE

5001 13th Street, North, Berkeley, CA 94710
415-841-2100



IN-FLIGHT ENTERTAINMENT

Since the arrival of the Amiga two years ago, the pace of software development in the computer marketplace has accelerated remarkably – not because of the Amiga, but because of the world she is a part of. In a parallel development, Electronic Arts has ray-traced, texture-mapped, left-handed compression and baked geometry – all neatly found their way from mainframe to micro-PC-based environments to computers like the Amiga and Archimedes. Now, *Euclid* in *Flight 2* from Micro Magazine and the Amiga Central 50 stand with curved *Starline* patches to the portfolio of titles available for the Amiga, while *Euclid* from *Cricketing* (an unlikely) offers real ambition on the Archimedes.



A few days, Puma in Flight is still a rather naive guy. My 2000 laptop package couldn't display the interface a day before the final version and in the worst case it is late if it is possible to get used to the invisible high-tech menu system that the lack of real-time expressions and almost total absence of any iconic interface seems a rather naive backward step. Nevertheless, can you pass the test? In the program, you can see very carefully glowing a simple modeling technique: surface patches to generate complex curved shapes both by simple flat surfaces, as well as a chain to animate the curved shapes once they have been created.

FORM...

The real power of the surface patch technique is provided by its ability to merge the number

of patches of object quickly and easily. The fundamental parameter used in Puma in Flight is **CVFF** in the surface editor. A major task is **CVFF** with any number of control points, on a three-dimensional surface, a **CVFF** always defined by four nodes. For other ways to define the curve connecting two nodes you have any number of "rules" but the more than **CVFF** smoother the curve will be. With one rule for instance the curve would be straight but with two rules quite visually curved, can be generated, a principle illustrated by the two yellow wire frame objects above.

In practice the simple generated form is very easy to modify whereas the complex multi-generated form can take several minutes. With a wireframe, the most important delays during curves are the number of modified vertices using a wireframe, standard that is easy to

TWO YELLOW OBJECTS - the first stage in preparing an object with curves in Puma, a geometry which allows complex curved shapes to be generated from other curved surfaces... and their associated. The objects on the right has curves with one "rule" (the other has eight) (by increasing the number of "rules" of each system, it leads to a more realistic form) (the other part of a flat surface itself can be later formed to a smooth organic shape).

manipulate. Later, by increasing the number of CVFF with one or two different elements, fully curved shapes can be generated.

Because of the ability to transform rotations and apply distortions into smooth curved forms there is a great temptation to try out the tool first in case it possible. It is obviously an attempted step out as the wire frame it has a high level for the result to be of the object or interface into an extended position even possibilities. Recovering from the performance can be quite difficult because of the various method used to move the viewport to a better position.

In many ways editing the generated is a bit like using a mouse to control the object with a Zerkline in the plane of Flight. Another 2 form lots of projects it might be better visible but for the former it is fascinating. Part of the problem is caused by long radius times after delay movement. If the program requires the object during a wireframe/curve move by a simple rotating 3D box with the same orientation as the object being represented, one must spend time going in and out. This solution is used by Design Line Graphics. Around the object and forms the way to be translated or moved manipulation.

As well as the wireframe mode there are two other rendering techniques available in **AFD** shading and **ray-tracing** mapping. Compared to Solid Animator or Turbo Silver the shading mode is very limited. A maximum of 32 shades is limited and used but they are defined very attractively and Phong Shading is used in smooth and angular and rounded surfaces. There is no ray tracing and only one final light

(Below left) BROWN DOLPHIN

The final image (below right) is made up from a **SHADE** generated using a curved path to form a series of smaller vertices (used by patches). The color of each vertex applied is designed to give the lighting look. Several areas **SHADE** are given a **SHADE** difference and positioned in three, left, middle and right. However, all vertices are feature measured from a single flat surface **FF** surface plane, the flat condition was given as an **FF** flat, brought back to a background property over the wire frame standard placed in front to show the structure.

(Below right) BROWN DOLPHIN

A shaded dolphin. The smooth and **AFD** shading and **ray-tracing** mapping mode - the shaded dolphin through wire frame - the shaded dolphin through wire frame in Puma in Flight, the wire frame is all no query without the wireframe path. The background is an **FF** always produced using Turbo Silver 3.



Some 3D pictures can be brought in and used as foreground or background, or mapped onto any Q3DF. Check the box for a standard set of texture mapping.

IN FLIGHT?

Animation seems almost to have been added to the system as an afterthought - not that the novel 3DDEF provided anything in particular, but



YELLOW STINGRAY dolphin with its white curves, placed against the same textured background used in the final image. There's more, including the network file, as compared to the photos of THIS YELLOW DOLPHINE.

transformations of the objects themselves are also linked. Ray-traceable objects, including standard Q3DEF and Q3DF's, can be assigned a frame buffer. This allows the object to be moved in any plane along any path - or less - and coded or controlled using the mouse. It would be possible to move the wings of a bird up and down for instance. Not controlling the (non)rigidly involved would be somewhat difficult. The issue of the slide without some of the best of the standard is also, the forms for that like a broken rather than used. They don't see their wings!

JUST LANDING.

From a Flight 2 has come a long way from space 1. The features for texture mapping and surface patches are welcome - 3DDEF's options of a crude, and similar appearance, will be object to substantially control the level of texture, but the user interface needs a better transformation. Camera motion could also be greatly improved if some motion is a very good, the up a step, and - placed in a scene.

Working with very well with its handling. An extra window mode in 3DDEF mode - a better set of textures would have been wanted. Application of complex objects is quite and easy - an advantage of not using anything - but some major weaknesses in some examples to get a good feeling of set impression from the wonderfully original and more looking forms that the software has done.

FLY IN FLIGHT 2

Price: £149.95
 King's College London 620 557 4242

TEXTURE MAPS AND PATCHWORK

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.



texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.

texture mapping. The texture map is a 2D image that is mapped onto the 3D object. The texture map can be a color image or a grayscale image. The texture map can be a 2D image or a 3D image. The texture map can be a 2D image or a 3D image.



SOME of the most exciting computer entertainment programs seem to achieve their success by making demands on the user which require no little effort of the intellect. The scholar who will break into levels of perception in the more modest of homework sets who will do anything even the walking up to avoid the evening's light entertainment set by his teacher seems to think nothing of doing intellectual jujitsu for hours with computer adventures and puzzles. Euclid which at first sight may be mistaken for a rather dull program for computer-aided design is quite an adventure. The closer it is, the more the more spending it becomes.

Euclid is NOT a patchwork program, and

though in itself, you modify your design by working on the three orthogonal windows - Front, Left and Above. When the screen falls a window, and you can edit work on the workspace, and by taking a closer look, a window can be enlarged and panned over the front or on screen. The three windows show the results of changes made in the orthogonal windows.



The wire and grid menu

Enlarge and expand window menu

The quality menu is hidden. This box is a collection of icons to manage a workspace in a window that does a 3D view.

The window pane and face - allows you to choose all faces showing (removed) options for the main 3D window.

The Control Panel allows the Euclid user to move through the tree of objects in a state structure.

REAL TIME SOLID 3D ANIMATION THE EUCLID WAY

Dr Downie takes the first 3D package for the Archimedes through its paces...



Over 600 features beautifully realistic images with textured surfaces. It is NOT the standard Euler 3D for the Amiga with only 3D images of wire drawings; system can't internally generated, saved and then copied or a sequence to give the illusion of movement. It can do, however, is produces 3D world with scenes being manipulated at sufficient speed to give the user total control over the structures can be flown through using the demo program Fly Euclid's purpose is to produce solid 3D pictures of many objects the user with minimal programming by built-in the advantages of the design program supplied in the Euclid modules can be linked by BASIC or assembler code by an artist who is happy with programming.

A wide variety of demonstrations and examples. BASIC program shells and utilities as well as a couple of teachers in graphics (IT program) and a Mandelbrot set (maths) accompanied the package sent for review. Ben Compton have devoted all their effort to the

(Left) A closer look at the globe featured in the main window of the Euclid screen shown above.

OFFICIAL Advanced Dungeons & Dragons

COMPUTER PRODUCT



Advanced Dungeons & Dragons

THE CITY OF THE LANCE

ARCADE ACTION

IBM PC
IBM PC XT
IBM PC AT
IBM PS/2
AMIGA
ATARI
APPLE II
MS-DOS
UNIX

Advanced Dungeons & Dragons



THE CITY OF THE LANCE

FANTASY ROLEPLAYING

Use the magical powers of dragons in your battle against the forces of good and evil in the epic fantasy computer role-playing game of the dragons of the City of the Lance. The game is set in the world of the Dungeons & Dragons role-playing game. The game is set in the world of the Dungeons & Dragons role-playing game. The game is set in the world of the Dungeons & Dragons role-playing game.

The hidden city of Stone has been overrun by monsters - your quest is to discover the identity of this evil force. The dark forces of the underworld have taken over the city. The city is now a dark and dangerous place. The city is now a dark and dangerous place.

The game is set in the world of the Dungeons & Dragons role-playing game. The game is set in the world of the Dungeons & Dragons role-playing game. The game is set in the world of the Dungeons & Dragons role-playing game.

© 1990 by TSR, Inc. All rights reserved. Advanced Dungeons & Dragons, Dungeons & Dragons, and the Dungeons & Dragons logo are trademarks owned by TSR, Inc. All other trademarks are the property of their respective owners. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.



TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. All other trademarks are the property of their respective owners. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.

Beat This

Save HALF the price

"Beat This" prices are fully inclusive of membership and UK postage and packing.

Pack 2 AMIGA

Clash of Claws 29.99
Jewels of Darkness 19.99
Mystical Wizard 24.99

Special Reserve 4.00

Best The **29.42** Total 76.55

Pack 3 AMIGA

Disk of the Crown 29.99
Monica 19.99
Pat of Five Tracks 29.99

Special Reserve 4.00

Best The **41.94** Total 122.99

Pack 4 AMIGA

Lancelot 19.99
Jewels of Darkness 19.99

Special Reserve 4.00

Best The **21.95** Total 47.99

Pack 5 AMIGA

Chess Quest 29.99
Disk of the Crown 29.99

Special Reserve 4.00

Best The **29.99** Total 63.94

Pack 6 AMIGA

Castle Blood 24.99
Golden Path 24.99

Special Reserve 4.00

Best The **25.99** Total 52.98

Pack 7 AMIGA

Golden Rings 29.99
Disk of the Crown 29.99

Special Reserve 4.00

Best The **28.99** Total 69.94

ORDER BOOK EXCLUSIVELY THROUGH SPECIAL RESERVE

Pack 23 ST, AMIGA or IBM

GAMESTAR SPECIAL
Championship Baseball 24.99
CBA Championship Basketball 24.99
CFL Championship Football 24.99
(American Football)
Special Reserve 4.00

Best The **22.99** Total 79.97

Have you heard of **Official Secrets**? It's the club for people who want more than just the best games at the best prices. Send S.A.E. for info.

Pack 8 AMIGA

Bank Lane 19.99
Monica 19.99

Special Reserve 4.00

Best The **21.95** Total 49.99

Pack 9 AMIGA

Shogun 29.99
Ear Wars 19.99

Special Reserve 4.00

Best The **24.45** Total 69.99

Pack 24 IBM PC

INFOCON SPECIAL
Sherlock 24.99
Lyring Honor 24.99
Bureaucracy 24.99

Special Reserve 4.00

Best The **22.99** Total 79.97

Send S.A.E. for our full list of over 600 games. We support Amiga, ST, IBM, Mac, Amstrad CPC, Amstrad PCW, Commodore 64, Spectrum, Spectrums3 and Am 800.

Pack 10 AMIGA

Crystal Chess 29.99
Stolen Dreams 19.99

Special Reserve 4.00

Best The **24.45** Total 69.99

Pack 11 AMIGA

Franklin 29.99
Scepter 24.99

Special Reserve 4.00

Best The **29.95** Total 59.99

Pack 12 AMIGA

Dragon's Maze 24.99
O.M. Golden Book 9.99

Special Reserve 4.00

Best The **17.97** Total 69.94

Pack 13 AMIGA

Pack 24.99
Stolen Dreams 19.99

Special Reserve 4.00

Best The **24.45** Total 69.99

Pack 14 AMIGA

Shogun 29.99
Pat of Five 19.99

Special Reserve 4.00

Best The **24.45** Total 69.99

Pack 15 AMIGA

Steel Pulse 19.99
New Disk Patrol 19.99

Special Reserve 4.00

Best The **21.95** Total 49.99

Pack 16 AMIGA

Madrigal 24.99
Disk of the Crown 29.99

Special Reserve 4.00

Best The **25.97** Total 69.94

Pack 17 AMIGA

Indiana Gold 24.99
Hollywood Hero 29.99

Special Reserve 4.00

Best The **27.44** Total 69.99

Pack 18 ST or IBM

Crystal Chess 24.99
Gold Patrol 24.99

Special Reserve 4.00

Best The **25.95** Total 61.99

Pack 19 IBM PC

Universal Mail Box 24.99
Track 24.99

Special Reserve 4.00

Best The **25.95** Total 61.99

Pack 20 AMIGA

ST 24.99
Shogun 24.99

Special Reserve 4.00

Best The **25.95** Total 61.99

Pack 21 AMIGA

Official Magazine 29.99
CFL Chess Pack 24.99

Special Reserve 4.00

Best The **21.95** Total 69.94

Pack 22 ST or IBM

Lancelot 19.99
Night On 19.99

Special Reserve 4.00

Best The **21.95** Total 49.99

All packs include membership to Special Reserve, that's our amazing club, it normally costs 24.00 to join. Membership includes 5 issues of our Buyers Guide (written by experts), a folder and membership card, and of course our catalogue of over 600 products, most at half price plus post and packing. That's right, we even sell

Special Reserve

Dept S.A.C.E. Special Reserve, P.O. Box 847, Harlow, CM21 3JH or phone 0279 602040

Send us your order or phone us. There are no extra charges (UK orders) in addition to our "Beat This" prices. Calling members please deduct 24.00 from the price shown. Please make cheques or Postal Orders payable to Special Reserve, or pay by Access, Visa or American Express. Please write clearly your name, address, post code, type of computer and pack number required. Special Reserve is a trading name of S.A.C.E. Limited, registered in England number 3084778. All orders subject to availability, all games chosen for quality, all products individually tested and new orders from E.C. countries accepted, please add 20.00 postage and make payment by credit card.

ually and extent of Euclid's capabilities. In terms, all the heavy lifting (namely, redrawing sensitive parts of the frame buffers) is done with commercial packages—but the volume of extra work is up to the fact of sophisticated plans.

Euclid is quite definitely a surface rather than a solid modeller. Objects are defined by the planes that bound them; there is no data to describe between a hollow box and a solid block, for instance. For most design purposes this is unimportant: as a box and a block look the same from the outside, references to inside in the manual can be confusing. However, furthermore, there is no simple concept for producing closed sections, and the computer cannot readily generate mass properties, the weights of submodel components, and patterns of masses of groups. Still, for solid model views, it is possible to build up structures by adding, subtracting and intersecting primitives like blocks, cylinders, spheres and cones—an approach that often needs considerable computer power. If objects of any complexity are to be produced in Euclid, the structures are built from points, lines and surfaces.

STRUCTURE PLANNING

The package offers an excellent opportunity to learn about object data structures, which we refer to as the Architecture, ADOS (also being called Objects). The designer can contain other objects and labels, which in this analogy would be like files. Under NCPS, Euclid can have objects and labels between higher level

statements—change the name or value of the frame (DOS) contained in different Objects and its elements will also change. Change the name of an object and all objects will change to it. A way of structuring data is called the Directed Acyclic Graph (DAG).

The manual needs some very careful reading where it deals with data structure. Words like objects have a strict meaning, but objects is also a term used loosely to refer to anything in the system. The list of objects includes: Elements, Objects, Objects, Labels, Primitives, Objects, Classes, Primitives, Primitives, Views, cameras, and Annotations—sometimes these words have strict meanings and some times they are used in a more general sense. Although capital letters are used in an attempt to differentiate between the specific and general objects, a different spelling for terms would have eased comprehension.

The first section of the manual offers a guided tour which is followed by a detailed user's guide to the Design program. The user's guide deals with the Euclid models, and acts as a reference text. For more subtle uses of Arthur, the current Autodesk operating system, you need to browse through the RRM statements (using in the demonstration programs). An excellent table/annotation which offers four views of the structure you are building in the Designer means that you can get quite a way into Euclid without referring to the manual, but you will need to explore the example demonstrations with the help of the Design chapter in the manual before the full capabilities

of the package can be fully appreciated.

The real power of Euclid exists in the fact that you can attach to the data using the DOS command in BASIC or the DRI command in our master structures before the designer can be incorporated into your own programs. Full data structure details are given so that experienced programmers could write their own design interfaces, however, but example programs included in the package can be used as a means by the less competent programmer.

Screen dump printer drivers are supplied and Euclid supports colour printers, as well as HP-RT, and Plotmate plotters—although plotters can only produce wire frame graphics. Some screen memory is used to do the first stage of the hidden-surface removal algorithm.

As a relatively easy route into 3D simulation and the creation of graphic games, Euclid is excellent—it can copy out perspective transformations with hidden surface removal and allows the user to specify lighting sources which causes the resulting view to be correctly computed from the different surfaces on screen. But the package exists in an educational mode that often might into 3D CAD and screen building. Don't expect an easy ride though—the program is absorbing but you can fairly easily get the best working.

RECALL

Autodesk 330 and VAX and PDP
Are Computing
27 Indiana Road
Cambridge CB4 3NF

Dynamic 3D graphics package by Autodesk. The most powerful 3D graphics package for the home user.

Includes Point II for the Amiga - now published by Microsoft.

YOU CAN BUY THESE TWO GRAPHICS PACKAGES AT ACE RATES FROM OUR MAIL ORDER SECTION. SEE PAGE 168 FOR FULL DETAILS.



Graphic - a smart combination with regulars and a complete technique for rendering is done on the effects of natural forces such as gravity and the movement of wind, fire, rain, etc. The first intelligent animal program by the IRT Boston Lab, *Graphic* was during the start of the CG: 88 Show.

There was one. There are plans to produce a set of 88 figures and a CD-ROM version. See what I think about the world!

HYPERPLANET VS. DIGITAL ELITE

After an extended period using Digital Elite on an Am 5/285 I realized that it was a bit hard on HyperPlanet but soon it was clear that it is certainly a better program than Digital Elite in having a separate window for each screen but the Am still needs something as laboratory in the way of software to reveal what it is as a graphics machine.

GRAPHIC ACCOUNTS

COMPUTER GRAPHICS AS JOBS

The CG shows an industry that is rapidly becoming recognized as the premier annual computer graphics event in Europe. This year we saw a lot of extremely expensive industrial systems featured and as ever they were sometimes controversial, a direct proportion to their pricing. The exception to this rule was IBM's First Machine on the SUN stand. CG - the distributor had set up the industrial-looking machine on the edge of the stand and until the images were glimpsed it was difficult to see what the box was about, just a box on the floor much like a storage printer attached to a large monitor. But the images - until you have waited 30 hours for one (just a 3D render on an Am) - the image of real-time ray-tracing, seems pretty much brilliant.

Electronic and Calcomp both demonstrated their own transfer printers, both priced under £50,000 (how does it look, but more interesting to some markets was the Integris Colourjet at £2,000. Along the littoral stage images from Canon. A previous, reasonably good colour images of non-photographic quality. As prices of printers fall this sort of quality should become available to the average home user. The sooner the better!

The Amiga on the Commodore stand were the most affordable machines featured in the show. At the moment there is competing on the AT or the Archimedes at the least - and the Apple Mac. It wasn't the show as the Amiga had the lead to finish. Unexpectedly Integris Centre Scotland did not have Super 430 on show. Eric Graham had found a few bugs at the last minute and not willing to display an imperfect product. Didn't count. They did have a fabulous poster - a (Horse) girl water and a oil medium colour painter though - all well (they'd read some news) but not going to print that the Amiga is beginning to be accepted by the big boys.

Highly Pro Artisan, just released by Chroma for the Multitouch at £1800.00.

184 *Abstract/Computer Entertainment*

By far the most spectacular software on the Commodore stand was the long-awaited *Clayton* distributed by Microvision - yet another 3D animation system, but this time you designed by a really professional specialist and with a professional price tag - £3,200 just for the software! For the asking price it was a bit disappointing - no ray-tracing, only 16 colours defined to produce 3D images. But the interface is the best yet, allowing easy creation and manipulation of objects in real time with a 3D box used to surround objects when they get too complex for fast screen updates.

GRAPHICS VIA TOUCH

Traveling. Matter (see last month) were there, and it seems to help over the world. The idea of a mobile computer graphics system is a novel but intelligent one, and deserves to succeed. Their latest plan is to provide a mobile graphics station - round the World Trade Centre in New York like a hot holiday - a building full of people reading a better corporate video if ever

NEW PRODUCTS

Digital's assistance from CG88 for the Mac is coming up first as its superior specification attracts a greater level of software support. Electronic Arts (EA) (Mac) are about to release a Mac II version of *Golden Path* called *Golden II*. All the joys of *Golden II* and the same are presented offered at 250 colours a high resolution should provide some terrific bit displays. A review here soon. If you need to ask the price (£2,500) you couldn't afford the Mac II to run it. Also from EA is *Golden Path II* (£400) for the Amiga. Full reproduction of 88 pictures plus ready-made borders, cards, posters, signs, books, calendars and banners at least should improve your image.

At the other end of the price spectrum is *Artisan Plus* (Harvard Industries) £250. *Artisan Plus* is a drawing program for the Archimedes. It seems to provide all of the features and a lot more - and it should be for all. Also on the Archimedes front, Chroma have released *Pro Artisan* - the show is interesting!



Artisan
PROFESSIONAL

NEW LOW PRICE ST!

FROM ONLY
£2⁵¹
PER WEEK
RETURNS COUPON FOR DETAILS



ONLY FROM SILICA

ATARI ST now available from SILICA at a special low price. The new ST is a complete system, including the ATARI ST computer, keyboard, mouse, and monitor. It's perfect for home or office use. Contact SILICA today for more details.

KEY STARTERS ONLY - Only From Silica
A special introductory price for new customers. Includes the ATARI ST computer, keyboard, mouse, and monitor. Perfect for those starting their computing journey.

EXCLUSIVE SERVICES - Only From Silica
Special services and support provided by SILICA. Includes technical assistance, training courses, and a dedicated support team.

ON FULL STOCK RANGE - Only From Silica
The complete range of ATARI ST products. Includes various software titles, accessories, and peripherals.

BEST SALES SUPPORT - Only From Silica
Exceptional sales support and advice. SILICA staff are experts in ATARI ST technology and can help you choose the right products for your needs.

FREE CATALOGUE - Only From Silica
Request a free catalogue of all ATARI ST products. Includes prices, specifications, and contact information.

FREE OVERNIGHT DELIVERY - From Silica
Fast and reliable overnight delivery service. Get your ATARI ST system quickly and safely.

FREE MAILING - Only From Silica
Special mailing offers and promotions. Stay up to date with the latest ATARI ST news and deals.

GROUP 1 - 125 West Street, London, SW18 2NF
GROUP 2 - 125 West Street, London, SW18 2NF
GROUP 3 - 125 West Street, London, SW18 2NF
GROUP 4 - 125 West Street, London, SW18 2NF

£260

+VAT-£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by the ATARI ST. Now only £260 (incl. VAT) - £299 with VAT - it can purchase a complete ATARI ST computer, with a 500kbit floppy disk drive, keyboard, mouse, and monitor. It's perfect for home or office use. Contact SILICA today for more details.

ATARI ST-FM NOW ONLY £260 (incl. VAT)

Atari ST-FM computer system including 500kbit floppy disk drive, keyboard, mouse, and monitor. Price includes VAT.

ATARI ST-FM SYSTEMS

System	Description	Price
ATARI ST-FM	500kbit floppy disk drive, keyboard, mouse, and monitor	£260
ATARI ST-FM 1M	1Mbit floppy disk drive, keyboard, mouse, and monitor	£360
ATARI ST-FM 2M	2Mbit floppy disk drive, keyboard, mouse, and monitor	£460
ATARI ST-FM 4M	4Mbit floppy disk drive, keyboard, mouse, and monitor	£560

ATARI ST

Write to: SILICA Ltd, Dept. 100, 125 West Street, London, SW18 2NF

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Name: _____
Address: _____
Postcode: _____
Tel: _____





LADBROKE COMPUTING INTERNATIONAL



"The Country's Leading Atari Specialist"

Desktop

Apple II+ £119.95
Apple IIc £149.95
Apple IIcx £179.95
Commodore 64 £129.95
Commodore 64C £149.95

Desk System

Apple II+ £179.95
Apple IIc £209.95
Apple IIcx £239.95
Commodore 64 £149.95
Commodore 64C £169.95

Desk System

Apple II+ £179.95
Apple IIc £209.95
Apple IIcx £239.95
Commodore 64 £149.95
Commodore 64C £169.95

Desktop 1 Mhz and 1.5 Mhz System

Apple II+ £179.95
Apple IIc £209.95
Apple IIcx £239.95
Commodore 64 £149.95
Commodore 64C £169.95

Software Packages

Apple II+ £119.95
Apple IIc £149.95
Apple IIcx £179.95
Commodore 64 £129.95
Commodore 64C £149.95

Desktop

Apple II+ £119.95
Apple IIc £149.95
Apple IIcx £179.95
Commodore 64 £129.95
Commodore 64C £149.95

10 Answer

Apple II+ £119.95
Apple IIc £149.95
Apple IIcx £179.95
Commodore 64 £129.95
Commodore 64C £149.95

100-100M Packs

- 100-100M Packs
- 100-100M Packs
- 100-100M Packs

Christmas Special Offers

SPECIAL 1 Mhz x 1Mhz 100 PACK

Includes 100 5.25" 1 Mhz Internal Drive 1 Mhz Memory, Mouse, Joystick £200 Worth of Software

£474.99

Early Level Atari Early Level Commodore

PC1 £449.99 PC2 £349.99

Golden Dayweek

Prices £169.99

Quality Disk

1.5 5.25 £8.99
5.25 £11.99
5.25 £14.99
5.25 £17.99

Please see special Software Offers

Must Be Double Publishing Dept

- 100-100M Packs
- 100-100M Packs
- 100-100M Packs

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

• 100-100M PACKS

Ladbroke Computing International, 23 Denmark Road, Putney, London, SW15 2QP. Open Monday-Saturday 10 am to 5.30 pm. Dealer enquiries welcome.



ORDER BY PHONE
Call us on numbers below and pay with your card.

ORDER BY POST
Make cheques P.O.s payable to Ladbroke Computing International. Send SAE for full catalogue.

FAST DELIVERY
All goods are delivered free. For Post the fastest Delivery add £3 per item.

QUALITY SERVICE
All hardware/software has been tested and proven. 7-24 in a 12 month warranty on all hardware except with 90 carried out free within the period.



(0772) 203166 or 21474

It's time to start thinking about becoming an ACE subscriber. Why? Because not only will you get 12 issues of the UK's hottest monthly delivered to your door straight from the printers, but included in your £17.95 annual subscription is a free ACE Personal Organizer worth £7.95. This stylish accessory will help you organize your software library and give you ACE's on sale dates until the end of 1989.

ACE is now accepted to have created the most definitive software evaluation system of any magazine. Our ACE ratings are not the only reason for its success. International news and features, up-to-the-minute looks at music, graphics, programming, spreadsheets, interviews, mail order bonuses, free cover games—and the revolutionary Pink Pages—all these help make ACE essential. So order your subscription now and we'll send you your standard size ACE Personal Organizer straight away with 12 issues to follow. The ACE Organizer, by the way, includes 56 pages devoted to helping you organize your software with indexes—and with the ACE logo in gold on the cover front. You'll love it! PLUS it will become indispensable as your software catalogue grows.

Order now. You won't live to regret it!



THE MAGAZINE IS ACE

THE OFFER...

is 12 issues sent to your home AND a free
BLOFAX for £17.95

HOW TO REFUSE...

Simply find the nearest sandpit, dig a hole and
put your head in it.

HOW TO ACCEPT...

Simply fill in the Subscription Form below and send
it to us.

WHAT TO DO NEXT... Say 'Yes!'

SUBSCRIPTION FORM

YES! I would like to take out a 12-issue subscription to ACE magazine at an all-inclusive price of £17.95. At the same time, I would like to receive my free ACE BLOFAX™ which I would like returned to my home address below.

NAME

ADDRESS

CITY

POSTCODE

COMPUTER

METHOD OF PAYMENT

PLEASE PRINT

SEND NO MONEY NOW!

ACE Subscriptions Dept., FREEPOST Southampton T81 7PE.
No stamps needed if you post from the UK. Please allow 4-6 weeks for the life of Mail

Start ST
Amiga
CBM 64/128
Spectrum
Amstrad
IBM & more
ADVANCED

COMPUTER-ENTERTAINMENT

THE ACE FIDO AWARDS
ALL-TIME SOFTWARE
1988

ACE SPECIAL



VIRUS

Platform

The Sporechangel from Philadelphia's 3rd ACE rating

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

STARBLINDER II

Platform

Multi-processor, graphics intensive, 3D action game set in a space environment with an exciting soundtrack.

System	MS	MS/plus	Other cost
Amiga 500	24.95	19.95	AC11000
Amiga 1000	24.95	19.95	AC11000

STARRAT

Platform

The ultimate futuristic landing game set in a futuristic setting on the planet planet (see ACE)

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC11000
Amiga 1000	19.95	19.95	AC11000
Amiga 2000	19.95	19.95	AC11000

WHIRLWIG

Platform

3D light action puzzle and maze game that takes the test of the best action games in space.

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC11000
Amiga 1000	19.95	19.95	AC11000

ELITE

Platform

The all-time classic comes thrilling and exciting again with this business buy... See for many more.

System	MS	MS/plus	Other cost
Amiga 500	24.95	19.95	AC15000
Amiga 1000	24.95	19.95	AC15000

STOE

Platform

Quartz for the Games Center. This title will be a 400 page manual that includes in-depth game play CD-ROM games.

System	MS	MS/plus	Other cost
Amiga 500	24.95	19.95	AC11000

SDI

Platform

The top action game from the best game play CD-ROM games.

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

POWERDROME

Platform

The World's leading platform game is SDI ACE.

System	MS	MS/plus	Other cost
Amiga 500	24.95	19.95	AC11000



BOMBZAL

Platform

The ultimate tactical action game with 3D

MS/plus ACE rating

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

IN-CROWD

Platform

Recommendation for CD-ROM action game

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

FIE FALCON

Platform

The advanced flight simulator currently leading the way in action-adventure, including

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

OPERATION WOLF

Platform

See action-adventure from the best

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

CARRIER COMMAND

Platform

The ultimate CD-ROM action game

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

AMIGA TITLES

In addition to these titles:

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

TOTAL ECLIPSE

Platform

The ultimate CD-ROM action game

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

SPITTING IMAGE

Platform

Topical for the Amiga 500/1000/2000

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

AFTERSHURER

Platform

The best CD-ROM action game

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000

AMIGA TITLES

In addition to these titles:

Amiga 500/1000/2000

System	MS	MS/plus	Other cost
Amiga 500	19.95	19.95	AC15000
Amiga 1000	19.95	19.95	AC15000
Amiga 2000	19.95	19.95	AC15000



OFFERS



Item	RR	ACE Price	Order Code
Box	29.95	19.95	AC10848
Joystick	29.95	19.95	AC10849
Manual	29.95	19.95	AC10850
Manual	29.95	19.95	AC10851
Box (UK only)	29.95	19.95	AC10852
Joystick (UK only)	29.95	19.95	AC10853

Original artwork on CD-ROM for the Super Game Machine version for the Amiga.

Item	RR	ACE Price	Order Code
Box	19.95	13.95	AC10857
Joystick (Europe only)	29.95	19.95	AC10858
Manual	19.95	13.95	AC10859
AM2	29.95	19.95	AC10860
Joystick (Europe)	19.95	13.95	AC10861
Customer Manual	19.95	13.95	AC10862
Manual 1	9.95	13.95	AC10863
Manual 2	29.95	19.95	AC10864

IBM PC TITLES

Available for IBM PC compatibles. All prices are for the standard 3.5" disk (floppy) version. For details on a particular title, please contact us on 0458 74011. All prices include postage and packing.

Item	RR	ACE Price	Order Code
Box	29.95	19.95	AC10870
Joystick	29.95	19.95	AC10871
CD-ROM	29.95	19.95	AC10872
Box	29.95	19.95	AC10873
Joystick (UK only)	29.95	19.95	AC10874

SATURN TITLES

Available for Saturn. All prices are for the standard 3.5" disk (floppy) version. For details on a particular title, please contact us on 0458 74011. All prices include postage and packing.



CREDIT CARD HOTLINE
0458 74011

Your chance to buy some of the hottest titles around and save money!

• Fast delivery • Friendly service • Fabulous discounts

HOW TO ORDER

Just make a note of the details of the items you want, including the order code. Then fill in the form on the back of this page and post it to us.

Post this, together with your credit card details or cheque to the Free Post address listed - you need pay no postage.

Alternatively, ring 0458 74011 and ask for ACE Credit Card Orders.

PLEASE NOTE

- All items are dispatched by first class mail.
- We have tried to fit in as many items as possible which are available NOW.
- All prices include VAT postage and packing.
- You will normally receive software within 7 days of ordering. Please allow 2-3 weeks for books.

SUBSCRIPTION

OFFER

If you want an even more fantastic deal, turn back one page and have a look at our subscription offer: A FREE ACE Personal Organizer when you take out a 12 issue sub. Incredible!

ORDER FORM

Please tick into the following items:

Order code	Title	ACE Price
1		
2		
3		
4		
5		
Total Software Order		£

Send this form to:
ACE Personal offers
The Editors
PERSONAL (0458 74011)
SOLUTION
Sutton, Salt Hill

SUBSCRIPTION OFFER

Tick here for a 12 issue subscription to ACE saving £7.95. This entitles you to a free disk organizer.

Subscriber's telephone
(Box 8 - £17.95)

Name: _____
Address: _____
Phone (if given): _____
Computer: _____
Method of payment: CREDIT CARD VISA M/C CHEQUE P.O.
Card used on: _____
Expires: _____

Please make our cheques and postal orders payable to Future Publishing Ltd. This form is valid until January 1991.

Your chance to buy some of the most incredible goodies at ACE prices!

DEGAS ELITE

JUST £24.95 (RRP £24.95)

DEGAS stands for Design and Entertainment Graphics Arts System. It was written by Matthews, Insulated and topped the US software charts for months. Now it's available through Electronic Arts in this country.

Designed especially for the ST, it's an enhanced version of the original DEGAS and it allows Superior to turn it into:

- 12 different brush patterns to design your pen
- 112 colour palette - the your own shades

- Low Circle, Ink, Box Frame, Hair and N. Line patterns
- Multi coloured fill patterns
- Spots, Flg and Icons

- Ten different magnifications at all 31x - it's very intelligent (you see)
- Colour and fill creation (mouse and a dual coordinate)

- Work on up to eight work screens at once

- Cut and Paste between different graphics

DEGAS is the standard against which all other ST graphics packages are measured. So don't miss it!

Order Code AC001 ST



DELTA PAINT II

AMIGA • £29.95 (RRP £29.95)

IBM PC • £29.95 (RRP £29.95)

The Electronic Arts paint program for the Amiga and the IBM PC is undoubtedly the most complete and professional program of its kind.

Delta Paint II allows you to paint on a canvas that is bigger than 1400x1000 pixels - 1000x1000 pixels with 32 colours in one resolution or 16 colours in high resolution. Full percentage colour mix is possible, instead of just red, green and blue. Contrast for each colour. Full shading is possible with special animation effects including Colour Cycling which offers almost endless fill movement options. There is an unlimited variety of paint brushes you can use, to complete sets of shapes and line tools, and a range of special effects which enable you to create patterns, rectangles, circles, text, lines... anything can be done with a palette of style which is the result of a program which really lets you imagine! (well, try it - you won't be disappointed!)

Order Code 13768

FREE ACE DISK WALLET FOR ALL ORDERS OVER £40!

It's free! If you buy more than £40 worth of goods from our Mail Order pages we will include a free ACE wallet worth £5.95. The wallet holds up to 2.5 inch disks safely through rain, snow and other forms of severe abuse. An absolute gem!



HACKERS HANDBOOK III

BY HUGO CORNWALL • £5.95

PUBLISHED BY CENTURY HUTCHINSON

There is no other book like it. The art of looking at a star that has been seen several megapixels above the horizon, and what they say. The Carnegie book about it all up, which is the only one providing an exciting read which would be worth hackers' gold to read to use as both manual and compass.

Hackers Handbook III is a big 700 page book which is first class. This new edition goes from first-class (perhaps to second-class) to first-class again. It contains all the information you need to know about the world of hacking, plus a lot of other information you need to know about the world of hacking.

Order Code AC1008A

HOW TO ORDER

Just fill in the Order Form on the preceding page and send it off to our Free Home Delivery (DHL) call 0432 749711 or visit our Online Catalogue.



THE ACE DISK ORGANISER!

It's time to get your ACE Disk Organiser! This handy ACE Disk Organiser will help you keep track of all your ACE Disk Organiser software. It's a handy little organiser that will help you keep track of all your ACE Disk Organiser software. It's a handy little organiser that will help you keep track of all your ACE Disk Organiser software.

Order Code AC1088

FREE DISK WITH ORDERS OVER £20!

All orders over £20 worth more than £20 will be dispatched with a free ACE Disk Organiser. (Soft worth £2).

Make sure you buy it with the best deal with more pages in the book!

THE ACE DISK ORGANISER!

JUST £7.99

An essential purchase for anyone who wants to keep track of all their ACE Disk Organiser software. It's a handy little organiser that will help you keep track of all your ACE Disk Organiser software. It's a handy little organiser that will help you keep track of all your ACE Disk Organiser software.

Printed in updated ProFont with gold-embossed ACE logo. The ACE Disk Organiser has the great look of every ACE Disk Organiser until the end of 1995. And as you can buy any of the hundreds of types of standard ProFont paper it will be to suit you. It's a handy little organiser that will help you keep track of all your ACE Disk Organiser software.

Order Code AC1088FF

ACE BACK ISSUES

Issue 1

Cover: Cassefite Blue Max (C&A) - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Caves - MIDI and the digital game - Christmas special

Order Code AC10881

Issue 2

Cover: Cassefite Bubble Bobble (C&A) - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10882

Issue 3

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10883

Issue 4

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10884

Issue 5

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10885

Issue 7

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10887

Issue 8

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10888

Issue 9

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10889

Issue 10

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10890

Issue 11

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10891

Issue 12

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10892

Issue 13

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10893

Issue 14

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10894

Issue 15

Cover: Amiga/Atchris - Out from the 6000 (Spectrum) - Save 100's on 16-bit games

Magazine: Jynx - MIDI and the digital game - Christmas special

Order Code AC10895

ACE
A HANDY LITTLE ORGANISER THAT WILL HELP YOU KEEP TRACK OF ALL YOUR ACE DISK ORGANISER SOFTWARE.

THE ACE BINDER
JUST £4.95

Now you can keep all your ACE Disk Organiser software in one place. The brand new ACE Binder will help you keep track of all your ACE Disk Organiser software. It's a handy little organiser that will help you keep track of all your ACE Disk Organiser software.

For £4.95 this great item will be all yours. Order Code AC1088B

SPOT THE PUNCH AND WIN A RINGSIDE SEAT

ACE joins SUPERIOR SOFTWARE and ALLIGATA to offer some knockout prizes...



By Fair Means or Foul gets a new twist as the boxing game theme - of course the basic aim is to slug it out in the ring and become the World Champion, but you don't have to fight by the Methods of Quixottery rules all the time. Head butts, groin kickings, punches to the

groin and kicks can all be used, providing the referee doesn't see you land them.

The struggle for supremacy in the boxing world involves lots of hard work, dedication and pure determination. Quixote fighter Barry McQuigan (who has never thrown a real punch in his career), or Superior and Alligata select Barry if he wants go a few rounds with By Fair Means or Foul. He selected, offering advice to programmer Michael Simpson, and then got straight back into his training schedule.

Barry McQuigan spends a fair little working out in the gym in order to stay in peak condi-

tion for when Superior partners were putting the finishing touches on By Fair Means or Foul. They stopped down to watch Barry in action. Simpson had a camera, complete with remote view, and looked off a series of shots of Barry giving a punching class before appreciation. He is proud of you here - Barry McQuigan is just rearing up to the teacher, standing with punches thrown like fountains.

regard the head theme in the software, which reveals what the prize is worth.

To enter this competition, you'll need to supply your own judgement and skills for what when you think the name of McQuigan's game really matches with the punches.

Only two more prizes, and then you'll be a champion.

0148

THE PRIZES

The person who is the opinion of the judges will get a round in the spot where the punch lands, which is a pair of tickets to the next event. Barry McQuigan fight - it's a matter of taking to Super for your working out before you go to go. You'll have to pay your own expenses to attend, but that doesn't mean you won't have to be rewarded and treated.

The winners are in line to receive a copy of the title. You'll receive your prize. Barry's Greatest Achievement (GMA) prize, and then there's a collection of prizes of By Fair Means or Foul, prizes given by Barry McQuigan are waiting to be prepared for the goal in the title who get around without actually hitting the next round.

The winning date is valid to the January 1993, so get working - remember, punches only get one away, so punch it away!



ENTRY FORM

NAME

ADDRESS

TEL NO

AGE

THE ACE PINK PAGES

Upgrading to a more powerful computer? Check the facts. Buying a new game? Check the ratings. Bored with life? Check the puzzles. All this and more in ACE's premier, pinkest pages.

Our thanks go to Steve Bowden of London for his superb Nigel from Nigel cartoon strip.

NIGEL FROM NIGEL
by Steve Bowden



INDEX

► **Has Personal Computer Ready** got the better of WCC's "Screen-Don't Find out in the ACE column.

ACE PUZZLE NO 10	180
ACE SERIAL	176
ADVENTURE HQ PLANS 2	186
BUTTER BND	184
ACE CARD 1982	174
CAIROO'S CTRP	182
HYDRA 20 UPGRADE	
DUDE	173-175-174
MYSTERYO QUIZES	187-189
PERFECT	187-188-189
PROT O HOBB WORD 16	188
SECOND HAND BUY	185-186-183

BYTEBACK



LOWEST PRICES

**FAST
DELIVERY SERVICE**

We're programmed to help you ring out now

SEVERAL EXCLUSIVE BARGAINS

PROFESSIONAL FOOTBALL 480K/100K
 Award Winning Football Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

PROFESSIONAL BASKETBALL 480K/100K
 Award Winning Basketball Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

AMERICAN FOOTBALL 480K/100K
 Award Winning American Football Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

AMERICAN BASKETBALL 480K/100K
 Award Winning American Basketball Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

Game	Price	Original Price	Save
Am. Football	\$29.95	\$49.95	40%
Am. Basketball	\$29.95	\$49.95	40%
Prof. Football	\$29.95	\$49.95	40%
Prof. Basketball	\$29.95	\$49.95	40%

PROFESSIONAL FOOTBALL 480K/100K
 Award Winning Football Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

Game	Price	Original Price	Save
Am. Football	\$29.95	\$49.95	40%
Am. Basketball	\$29.95	\$49.95	40%
Prof. Football	\$29.95	\$49.95	40%
Prof. Basketball	\$29.95	\$49.95	40%
Am. Football	\$29.95	\$49.95	40%
Am. Basketball	\$29.95	\$49.95	40%
Prof. Football	\$29.95	\$49.95	40%
Prof. Basketball	\$29.95	\$49.95	40%

Game	Price	Original Price	Save
Am. Football	\$29.95	\$49.95	40%
Am. Basketball	\$29.95	\$49.95	40%
Prof. Football	\$29.95	\$49.95	40%
Prof. Basketball	\$29.95	\$49.95	40%
Am. Football	\$29.95	\$49.95	40%
Am. Basketball	\$29.95	\$49.95	40%
Prof. Football	\$29.95	\$49.95	40%
Prof. Basketball	\$29.95	\$49.95	40%

AMERICAN FOOTBALL 480K/100K
 Award Winning American Football Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

AMERICAN BASKETBALL 480K/100K
 Award Winning American Basketball Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

PROFESSIONAL FOOTBALL 480K/100K
 Award Winning Football Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

PROFESSIONAL BASKETBALL 480K/100K
 Award Winning Basketball Game with 12 Winning Teams & 1000+ Plays, 1000+ Comments
 Also FOOTBALL Research Center, Statistics, and more! \$29.95

BYTEBACK DEPT. ACE & MURPHY CLOSE
 NORMAN, MONTGOMERY, ALA.

Pay by CHECK,
 POSTAL ORDER OR USE
 YOUR CREDIT CARD
0636-79097



CONSOLE SOFTWARE

gang of smugglers There's only one
 action - shoot first and capture
 last!

GREAT FISHES FISHING **100K**
 If it ain't broke, fix it! You're
 through! Great Fishing is a
 great! Smelly!

NATIONAL DEFENSE **100K**
 It's a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

MONOPOLY **100K**
 Play out the classic game
 on the screen!

GREAT BASEBALL **100K**
 Step into the shoes of a
 great player! Great Baseball
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

GREAT BASKETBALL **100K**
 Step into the shoes of a
 great player! Great Basketball
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

GREAT FOOTBALL **100K**
 Step into the shoes of a
 great player! Great Football
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

GREAT HOLF **100K**
 Step into the shoes of a
 great player! Great HOLF
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

GREAT VOLLEYBALL **100K**
 Step into the shoes of a
 great player! Great Volleyball
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

REVENGE **100K**
 Step into the shoes of a
 great player! Revenge
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

MIRACLE MARRIAGE **100K**
 Step into the shoes of a
 great player! Miracle Marriage
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

MIRACLE DEFENSE **100K**
 Step into the shoes of a
 great player! Miracle Defense
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

MONOPOLY **100K**
 Play out the classic game
 on the screen!

MY HERO **100K**
 Step into the shoes of a
 great player! My Hero
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

OUT RUN **100K**
 Step into the shoes of a
 great player! Out Run
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

PERSONAL LAWYER **100K**
 Step into the shoes of a
 great player! Personal Lawyer
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

REVENGE **100K**
 Step into the shoes of a
 great player! Revenge
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

ROCKY **100K**
 Step into the shoes of a
 great player! Rocky
 is a game of two halves, defense
 is what you do to staying economy
 in what you can't have. You're
 the Earth, an advanced strategy
 to analyze to many results at
 present before they hit the Earth!

CONSOLE SOFTWARE

ESSENTIAL GALLERY \$24.95 **new**

Light Phaser lets you join the fun ground shooting gallery in a virtual

SPACE HARRIER \$24.95 **new**

The classic version of the classic arcade game in which you go flying around blasting everything in sight.

BYE BYE BIRD \$24.95 **new**

Woods must find game area collecting items and taking away from the other way who is still doing the same.

SUPERHEROES \$24.95 **new**

LEB really will attack your way in or try to leave the control of your character.

TERRY BOY \$24.95 **new**

There must a 3 in to be seen in the best way to add this arcade game.

THE WIGGLE \$24.95 **new**

It's a tough learning that in you feel to be released on your way to obtain cards it is almost to receive the answers from the dragons.

TRONERLAND \$24.95 **new**

The classic computer. Play 76 is the place to look for the delicious 622 items.

TRANSBOT \$24.95 **new**

Amazingly exciting when using. Can take a weapon. Transbot your own endless hunting.

WONDERBOY \$24.95 **new**

Wonderboy starts off on a journey to save his girlfriend who has been kidnapped by the Great Devil of the Forest.

WONDERBOY IN MONSTER

LAND \$24.95 **new**

Target the evil state that is based on heavily in the best game - Wonderboy world stand.

WORLD GRAND PRIX \$24.95 **new**

Race some of the fastest drivers in the world on some of the hottest tracks in the world.

WORLD WARRIOR \$24.95 **new**

Revolutionary for total Console with lock key, controls and goals etc.

ZAKKIN' IN \$24.95 **new**

Use your abilities and play one of the ultimate great action adventures.

BILLION \$24.95 **new**

The 642 items as well as bonus 4790. Try to estimate the mysterious Mars layout.

BILLION II THE FORMATION

\$24.95 **new**

The highly addictive formula. Soaring characteristics, place on board the spaceship Billion. The way it is supposed to look that that it is the 64277 in the other game.

NINTENDO GAMES

WARIO-OF \$24.95

Two Wario's to play with 600 and try to make getting the 1000 coins (1000) in the right order.

Y-THUNDER \$24.95

One of the games played with 600. The heavily built. Weapons, progression can be and get into it like you play the on screen platform game that involves using a real professor across the top story.

Yoshi's Quest \$24.95

An 80000 walking gallery game that means the Super Light Gun added. It's the best to stand the stand.

Yoshi's Story \$24.95

Another variation of the Super Light Gun game. Includes shooting fun.

Yoshi's Story \$24.95

Now shooting fun with a Super Light Gun. Offers more to bring a lot of

legal shooting fun that is a great experience in the play without having the correct system.

Wario's Quest \$24.95

Wario's Quest is a game that needs the Super Light Gun. Now you're looking at the game in fact on. Now, or get them to come back on the show starting.

Wario's Quest \$24.95

An edition of the great game when the set with much the Super Light.

Wario's Quest \$24.95

Revised the issue see page 100.

Yoshi's Story \$24.95

Revised the issue see page 100.

Yoshi's Story \$24.95

Now in one hand, any track in the other. See to the game that is never.

Top Soft Computers

Commodore  AMIGA

Best Range, Best Service, Best Deals.



Amiga 4800 game pack includes AMOS, Phoenix Point, Modulator, 4 games, mouse mat and a disk box. **ONLY £299.00**

Amiga 4000 plus 1084 monitor (seamed) **£299.00**

Includes software and modulator including Phoenix Point.

Amiga 4500 Modulator and Phoenix Point **£299.00**

500 Hollywood Park includes 64C, 5 arcade games, 3 quiz games, CD, Quiz Mail 2 **£149.00**

Family Entertainment Competition includes 5 games, soft keyboard and personal wires **£199.00**

Amig 517M Super Pack **ONLY £399.00**

MISCELLANEOUS

Commodore Dual Drive (with an extra/Double unit)	£99.95
Citizen 1280 (includes cable)	£149.95
Citizen LSP100	£289.95
80 x 3 1/2" 50/100 disks	£21.00
10 x 5 1/4" 50/100 disks	£9.00

24 HOUR ORDER HOTLINE
0642 870503



Credit Terms Available



**3 HAMBLETONIAN YARD,
STOCKTON-ON-TEES,
CLEVELAND,
TS16 1BB**

Price and content correct at time of going to press. Delivery Free UK mainland, order by cheque or post.



MEGALAND



SPECIAL OFFER 1 MEGALAND MEGA PACK SAVE OVER £250

GAMES

Free Progen Pack, Free Daylight, Free Las Vegas
Free Caribbean, Free Gold Start, Free Karate Kid II
Free GoDigger, Free Walnut, Free Passport
Free PD Disk with 24 Games, Free T.H. Monitor
Free JoyStick

£299.95 inc. V.A.T.

SPECIAL OFFER 2

Hollywood Pack Comprising of
C&W ECH Cassette Deck
Quadrax II Joystick

GAMES

Planets, Total Parole, Top Gun
Bulldog, Phoenix, Knight Rider
Mighty Yell, Enemy Encounter
Great Escape, Shockbusters

FREE 1-NIGHT FREE DELIVERY
NOW £129.95

SPECIAL OFFER 3

Olympic Pack Comprising of
C&W CDM Cassette Deck, Quadrax II Joystick

GAMES

Baby Thompson's DeathRay
Bally Milligan's World Championship Boxing
World Series Basketball, Snooker, World Pe in Match Day II
Basket Master, Track and Field, Baby Thompson's Superstar
Hyper Sports

FREE 1-NIGHT FREE DELIVERY
£159.00 inc. V.A.T.

SPECIAL OFFER 4 Amiga 4800

Carrier Command, Progen Pack, Karate Kid II
Diskrunner

G.B. Air Rally Joystick, PD Disk,
Walnut, Passport

Amiga Sonic (please enquire),
TV Modulator

£425 inc. V.A.T.

SPECIAL OFFER 5 Aceri £300PM Ink Drive

Arkanoid II, Black Lamp, Buggy Boy, Chopper X
Bun Warriors, Marble Madness, Quadrax, Manicoms

Return To Gamma, Roadblock, Stratosphere, Texas Wildcat, Xmas

Synaps, Beyond The Ice Palace, Thunderbolt, Top Drive

EMMA Electronic Superior, Scorchin' Gun

Summer Olympian (please enquire)

£249.00 inc. V.A.T.

SPECIAL OFFER 6

Gen 4 True HD Mon
PC1 High Res Mono Monitor

Alle One Software

Wordprocessor

Spreadsheet

Database

£229 inc. V.A.T.

SPECIAL OFFER 7 Megaland Mega Mega Pack Amiga 4800

Phoenix Pe II, Carrier Command,
Karate Kid II, Diskrunner, G.B. Air Rally

DeathRay, Gibraltar, Joystick,
PD Disk, Walnut, Passport

Amiga Sonic T.H. Modulator, Daylight

£459.00 inc. V.A.T.



SPECIAL OFFER 8

STAR LC10 COLOUR PRINTER

£249.99 inc. V.A.T.

SPECIAL OFFER 9

VISION 2400

Colour Monitor and Stereo Sound

£215.00 inc. V.A.T.

Suitable for
Amiga, Atari, etc

SPECIAL OFFER 10

Aceri External 2nd Drive

£85.00

Includes Integral P.S.U.

SPECIAL OFFER 11

IBM 64120

External 800k 2nd Drive

£115

SPECIAL OFFER 12

Amiga External 2nd Drive

£85.00

Includes Integral P.S.U.

FREE PRIZE DRAW ON MEGALAND MEGA PACKS

FREE PRIZE: Holiday home (prize subject to the Great Deal)

1st Prize: 3 x Amiga, 2nd Disk Drives

2nd Prize: 20 x Commodore Watches

MEGASOFT SOFTWARE CLUB

Progen Pack £59.00 inc. V.A.T.
Amiga Sonic £70.00 inc. V.A.T.
Carrier Command £12.00 inc. V.A.T.
Barracuda II £5.00 inc. V.A.T.
Diskrunner £5.00 inc. V.A.T.
Daylight £5.00 inc. V.A.T.
DeathRay £5.00 inc. V.A.T.
Stratosphere £5.00 inc. V.A.T.

PD Disk £5.00 inc. V.A.T.
G.B. Air Rally £5.00 inc. V.A.T.
Walnut £5.00 inc. V.A.T.
Passport £5.00 inc. V.A.T.
Las Vegas £5.00 inc. V.A.T.
TV Modulator £10.00 inc. V.A.T.
JoyStick £5.00 inc. V.A.T.

MEGALAND

OPEN NOW

RETAIL, CASH AND CARRY

42-44 MILLBROOK ROAD EAST

SOUTHAMPTON

0703 332225 OR 0703 331344

Personal Callers Welcome



HARDWARE UPGRADE GUIDE

	ACORN ARCHIMIDES	APPLE MACINTOSH																								
THE RANGE	The 486 and 512 are former machines, effective if it includes an old body of hardware and software.	The 486 70 extends the performance range, but the 486 60 is still in there, which is fine if you've made the old machine better than you can get. But then again, you can get a new one.																								
MEMORY & CACHE	The 486s have 128K of memory and the 512 has 256K. You can use the 486's cache to get 512K of cache, but the 512 has a 256K cache.	Speedy 486 machines have 256K of memory, but the 486 only has a 128K cache. The 486 70 has a 256K cache, but the 486 60 has a 128K cache. The 486 70 has a 256K cache, but the 486 60 has a 128K cache.																								
PRICE	Recommended base price: 486 at \$299, 512 at \$399. The 486 is a good value, but the 512 is a better value, especially if you can get a good deal on the 512.	Expected base price: 486 at \$299, 512 at \$399. The 486 is a good value, but the 512 is a better value, especially if you can get a good deal on the 512.																								
GRAPHICS	PowerMacintosh is a standard 486 machine with a 486 70, a 486 60, and a 486 50. The 486 70 is the best, but the 486 60 is a good value, and the 486 50 is a good value, especially if you can get a good deal on the 486 50.	The Macintosh Plus has a custom machine with a 486 60, but the 486 70 is a better value, especially if you can get a good deal on the 486 70.																								
MONITORS	486—computer monitor—486—Apple II monitor.	486—computer monitor—486—Apple II monitor.																								
SOUND	The 486 has a built-in sound system, but the 512 has a built-in sound system, but the 486 has a built-in sound system, but the 512 has a built-in sound system.	The 486 has a built-in sound system, but the 512 has a built-in sound system, but the 486 has a built-in sound system, but the 512 has a built-in sound system.																								
DRIVES, MICE & JOYSTICKS	The 486 has a built-in floppy drive, but the 512 has a built-in floppy drive, but the 486 has a built-in floppy drive, but the 512 has a built-in floppy drive.	The 486 has a built-in floppy drive, but the 512 has a built-in floppy drive, but the 486 has a built-in floppy drive, but the 512 has a built-in floppy drive.																								
SOFTWARE	Games for the 486 are the best, but the 512 has the best, but the 486 has the best, but the 512 has the best, but the 486 has the best, but the 512 has the best.	Games for the 486 are the best, but the 512 has the best, but the 486 has the best, but the 512 has the best, but the 486 has the best, but the 512 has the best.																								
PROSPECTS	The 486 is a standard machine, but the 512 is a better value, especially if you can get a good deal on the 512.	The 486 is a standard machine, but the 512 is a better value, especially if you can get a good deal on the 512.																								
OVERALL	The 486 is a good value, but the 512 is a better value, especially if you can get a good deal on the 512.	The 486 is a good value, but the 512 is a better value, especially if you can get a good deal on the 512.																								
RATINGS	<table border="1"> <tr> <td>Graphics</td> <td>4</td> </tr> <tr> <td>Sound</td> <td>4</td> </tr> <tr> <td>SOFTWARE</td> <td>4</td> </tr> <tr> <td>Cache</td> <td>4</td> </tr> <tr> <td>Memory</td> <td>4</td> </tr> <tr> <td>Prospects</td> <td>4</td> </tr> </table>	Graphics	4	Sound	4	SOFTWARE	4	Cache	4	Memory	4	Prospects	4	<table border="1"> <tr> <td>Graphics (486)</td> <td>4</td> </tr> <tr> <td>Sound</td> <td>4</td> </tr> <tr> <td>SOFTWARE</td> <td>4</td> </tr> <tr> <td>Cache</td> <td>4</td> </tr> <tr> <td>Memory</td> <td>4</td> </tr> <tr> <td>Prospects</td> <td>4</td> </tr> </table>	Graphics (486)	4	Sound	4	SOFTWARE	4	Cache	4	Memory	4	Prospects	4
Graphics	4																									
Sound	4																									
SOFTWARE	4																									
Cache	4																									
Memory	4																									
Prospects	4																									
Graphics (486)	4																									
Sound	4																									
SOFTWARE	4																									
Cache	4																									
Memory	4																									
Prospects	4																									

ATARI ST	COMMODORE AMIGA	IBM PC AND COMPATIBLES
The OST file for OST will work on another higher standard of the console.	The OST file will not work on other than the OST file. A standard upgrade and option set.	The PC file will not work on other than the PC file. A standard upgrade and option set.
The OST file for OST is a memory upgrade for OST for OST for the OST console.	The OST file for OST is a memory upgrade for OST for the OST console.	The OST file for OST is a memory upgrade for OST for the OST console.
Recommended upgrade for OST - OST file for OST for the OST console.	Recommended upgrade for OST - OST file for the OST console.	Recommended upgrade for OST - OST file for the OST console.
To install the OST file for the OST console, use the OST file for the OST console.	To install the OST file for the OST console, use the OST file for the OST console.	To install the OST file for the OST console, use the OST file for the OST console.
The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.
The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.
The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.
The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.
The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.
The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.	The OST file for the OST console is available for the OST console.



Graphics 4
Sound 4
SOFTWARE 4
Range 4
Quality 4
Prospects 4





Graphics 4
Sound 4
SOFTWARE 4
Range 4
Quality 4
Prospects 4



Graphics 4
Sound 4
SOFTWARE 4
Range 4
Quality 4
Prospects 4

CONSOLE HARDWARE UPGRADE GUIDE

	SEGA	NINTENDO
RANGE	MasterSystem, MasterSystem Plus (includes Light Phaser) and its extra games and the Super System (includes Light Phaser and 30 games) cost \$200 game	The Console Deck (includes Super Mario Bros. the Console Set including Super - 8.00 and Super pack
PRICES	The recommended retail prices are MasterSystem £79.95 MasterSystem Plus £79.95 and the Super System £129.95. Accessories: Light Phaser £29.95, both game cartridge £49.95-50 games £29.95, control stick £14.95 and control pads £5.95 - note: the accessories which were used with the control pads are no longer available. Sega have also recently released a report for the upcoming £2.95	The recommended retail prices are Console Deck £39.95 Deluxe Set £149.95 Super pack £24.95 F.O.I. £44.95-masterpack £28.95
MONITORS	NV and NVL and NVL Pro. The system is designed to plug straight into a TV	NV and NVL, Nintendo mode and video out socket. The Nintendo is designed to plug straight into a composite TV
DRIVES, MICE & JOYSTICKS	The console supports two joysticks. The Light Phaser plugs into a special port. The 30 games slot into the card slot on the front of the console. Joysticks and pads have two buttons on each for game selection/stop	The Nintendo supports two joysticks. The video allows the second pad to be used with controller
SOFTWARE	Most of Sega's arcade games but they say only the console set there are plenty of other games in play. There are also a large number of games with carts appear to garage conversions	Super Mario Bros is one of the best games ever released for other consoles or home computer so it's almost worth owning a system for that one game. Since the Nintendo (which is later in the range of software has been built). The Japanese and Americans have had hundreds of games to choose from whereas in Britain had games for Nintendo machine but all about to change though and will be releasing 24 games per month
PROSPECTS	The Sega console has dominated the U.K. console market for the last year (2 months) thanks to Nintendo's poor launch (no UK release of the rest of it). Sega's new line continues to come out at a steady rate of £45 per month for the console and several accessories to it	It is the time of going to visit the prospects but you don't then again the prospects looked good when the machine was first launched
OVERALL	If all you want to do is play games of the best in a console. The Sega is certainly the better supported machine but the Nintendo may even start giving it a run for its money	The Nintendo is a great machine. Most of the software is more style games but there are some educational titles available. The Japanese machines can be fixed with their disk produced other attempts for the North America. But I as yet no game will only going to be able to buy games on the machine for the foreseeable future
RATINGS	<p>Graphics 4 Sound 3 Software Range 3 Quality 3 Prospects 4</p> 	<p>Graphics 4 Sound 3 Software Range 3 Quality 3 Prospects 4</p> 

WIN AN ATARI ST!

Use your ACE card come up trumps this month! There are 20 great prizes.

For everyone who received a free ACE card there's another great opportunity to win prizes.

Using the program just type in the 20 digit 4 letter code printed on this page. If the program correctly one of them has your personal number you're a winner!

THE WINNING PROGRAM

The five opportunities #10000 for a free video game were because it contained one of 48 opportunities each in the program. Each time you use a game on a home system, except if it was a conversion of a game already on a set which has one in, using the program from your master card as a file on a diskette (1.44 MB) will give you

Just use either a tape to program a cassette or a diskette program on your master card to make a copy of the program on a diskette (1.44 MB) and use it.

004, 090, 07, 0800 version
 8 FOR A-1 TO 20 INPUT "CODE" #1
 #2#-3 FOR C-1 TO 4 #5-6
 #7-8 ACQ#ACQ#C C 1
 #9-10 C-1 TO 2 D-2-3
 #11-16 C-1 TO 2 C-PRINT "Winning Number" #1#0007 A

SPECTRUM version

10 FOR A-1 TO 20 INPUT "CODE" #1
 20 LET B-2 FOR C-1 TO 4 LET #3-5
 30 LET D-2 CODE #6C TO 1
 #7 IF C-2# THEN LET D-2-3
 #8 LET B-2#0 D-2#1 C-PRINT "Winning Number" #1#0007 A

LOOK AT THESE PRIZES!
ONE for PRIZES: 57 - COLOUR MONITOR

With VMS Includes YVEL 1st class YXPF 40cm ZYPC

FOUR 3rd PRIZES: 250 of software - chosen from the ACE Special Offer pages
 The winning codes: W6WU - ZPCO - W6W6 - W6W0

TEN 3rd PRIZES: 225 of software - chosen from the ACE Special Offer pages
 The winning codes: ACEP - YBTY - Z88M - UYV6 - YJTO - Y68Y - YHCO - W6WU - Y68H - Y6W0

TWENTY 4th PRIZES: A year's free subscription to ACE magazine
 The winning codes: YV2 - Y-2E2 - W6W6 - Y-2E2 - Y68Y - W6WU - YV2M - URT2 - YXWU - V6W0

PRIZES

The prizes will be chosen on the 15th of October at midnight. ACE magazine will be the winner of the 57th prize. ACE magazine will be the winner of the 250 prizes. ACE magazine will be the winner of the 225 prizes. ACE magazine will be the winner of the 20 prizes. ACE magazine will be the winner of the 10 prizes. ACE magazine will be the winner of the 5 prizes. ACE magazine will be the winner of the 2 prizes. ACE magazine will be the winner of the 1 prize.

e!ik-ST

Unit 3 Willows Farm,
Road Lane North, Mansfield Moor,
Lincoln, Middlesex TW16 6BT
Telephone: 0753 356264

Title	Area	Area Price	Title	Area Price	Title	Area Price	Title	Area Price	
Adm Office	10 10	12 10	Broadway	12 20	12 20	21 10	12 10	27 10	15 10
Academy/Power House	20 10	14 10	Gold Runner 2	18 10	17 10	22 10	16 10	24 10	18 10
Advanced	20 10	14 10	Gyfer	18 10	17 10	23 10	14 10	25 10	18 10
Amalgamation Unit	10 10	13 10	Gallantry	18 10	17 10	24 10	15 10	26 10	18 10
Alter	20 10	14 10	Ballroom and Police Plant	14 10	20 10	25 10	16 10	27 10	19 10
Airport	10 10	13 10	Bus Fuel Distribution	18 10	17 10	26 10	14 10	28 10	18 10
Architect	10 10	13 10	Bucon	18 10	17 10	27 10	14 10	29 10	18 10
Business Palace	10 10	13 10	Walsham-on-Hills	20 10	19 10	28 10	14 10	30 10	18 10
Valence St EOP	10 10	13 10	Walsham-on-Hills	20 10	19 10	29 10	14 10	31 10	18 10
Arch. Unit 1	10 10	13 10	Walsham and Police	18 10	17 10	30 10	14 10	32 10	18 10
Arch. Unit 2	10 10	13 10	Walsham 2	18 10	17 10	31 10	14 10	33 10	18 10
Northwood/Tram Area	10 10	13 10	Walsham	18 10	17 10	32 10	14 10	34 10	18 10
Regional/Police Palace	10 10	13 10	Walsham Station	18 10	17 10	33 10	14 10	35 10	18 10
Police 2 Cottages	10 10	13 10	Walsham	18 10	17 10	34 10	14 10	36 10	18 10
BAP 2 Cottages	10 10	13 10	Walsham 2	18 10	17 10	35 10	14 10	37 10	18 10
Barley Fields	10 10	13 10	Walsham and Police	18 10	17 10	36 10	14 10	38 10	18 10
Barrack Site	10 10	13 10	Walsham 2	18 10	17 10	37 10	14 10	39 10	18 10
Black Tiger	10 10	13 10	Walsham	18 10	17 10	38 10	14 10	40 10	18 10
Black Wood	10 10	13 10	Walsham Station	18 10	17 10	39 10	14 10	41 10	18 10
Black Wood 2	10 10	13 10	Walsham	18 10	17 10	40 10	14 10	42 10	18 10
Black Lodge	10 10	13 10	Walsham 2	18 10	17 10	41 10	14 10	43 10	18 10
Bombardier Pass	10 10	13 10	Walsham and Police	18 10	17 10	42 10	14 10	44 10	18 10
Brace Inn	10 10	13 10	Walsham 2	18 10	17 10	43 10	14 10	45 10	18 10
Bromborough	10 10	13 10	Walsham	18 10	17 10	44 10	14 10	46 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	45 10	14 10	47 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	46 10	14 10	48 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	47 10	14 10	49 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	48 10	14 10	50 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	49 10	14 10	51 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	50 10	14 10	52 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	51 10	14 10	53 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	52 10	14 10	54 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	53 10	14 10	55 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	54 10	14 10	56 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	55 10	14 10	57 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	56 10	14 10	58 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	57 10	14 10	59 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	58 10	14 10	60 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	59 10	14 10	61 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	60 10	14 10	62 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	61 10	14 10	63 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	62 10	14 10	64 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	63 10	14 10	65 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	64 10	14 10	66 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	65 10	14 10	67 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	66 10	14 10	68 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	67 10	14 10	69 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	68 10	14 10	70 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	69 10	14 10	71 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	70 10	14 10	72 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	71 10	14 10	73 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	72 10	14 10	74 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	73 10	14 10	75 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	74 10	14 10	76 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	75 10	14 10	77 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	76 10	14 10	78 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	77 10	14 10	79 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	78 10	14 10	80 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	79 10	14 10	81 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	80 10	14 10	82 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	81 10	14 10	83 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	82 10	14 10	84 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	83 10	14 10	85 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	84 10	14 10	86 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	85 10	14 10	87 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	86 10	14 10	88 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	87 10	14 10	89 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	88 10	14 10	90 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	89 10	14 10	91 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	90 10	14 10	92 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	91 10	14 10	93 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	92 10	14 10	94 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	93 10	14 10	95 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	94 10	14 10	96 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	95 10	14 10	97 10	18 10
Crown Street	10 10	13 10	Walsham and Police	18 10	17 10	96 10	14 10	98 10	18 10
Crown Street	10 10	13 10	Walsham 2	18 10	17 10	97 10	14 10	99 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	98 10	14 10	100 10	18 10
Crown Street	10 10	13 10	Walsham Station	18 10	17 10	99 10	14 10	101 10	18 10
Crown Street	10 10	13 10	Walsham	18 10	17 10	100 10	14 10	102 10	18 10

PREMIER MAIL ORDER

ITEM NO.	DESCRIPTION	UNIT PRICE	QUANTITY	TOTAL PRICE	TAX	POSTAGE	ORDER TOTAL
1001
1002
1003
1004
1005
1006
1007
1008
1009
1010
1011
1012
1013
1014
1015
1016
1017
1018
1019
1020
1021
1022
1023
1024
1025
1026
1027
1028
1029
1030
1031
1032
1033
1034
1035
1036
1037
1038
1039
1040
1041
1042
1043
1044
1045
1046
1047
1048
1049
1050

PREMIER MAIL ORDER

A Division of Superior Retail Stores

Executive Office: 2015 E. 11th St.

Phone: (714) 961-1111

1001 E. 11th St., Suite 100, Orange, CA 92668

and Branches in Orange, Fullerton, and Anaheim

All payments in FULL BY MAIL CHECK

Please allow 4-6 weeks for delivery



RANDOM ACCESS

Mr. Thrombo continues his reign of terror, but has Horace Cleghandis got something up his sleeve? Find out in part five of the riveting ACE serial. Then, when you've calmed down, have a go at solving the puzzle or completing the crossword - you might even win something for your effort!

D later Banner took off his coat and went outside. There was no lock-out to go and out to WIP. But first he would wait for access in Australia. He started waiting.

Inside Cleghandis looked up firstly at to hear Dieter Ganner struggling with the wires, which then returned to the keyboard of the Director's Amosca. What Horace Cleghandis was seeing was no ordinary view. The thing he was creating had a mind of its own. He called it MEGA-ME Machine-Accommodated Totally Amazing Intuitive and Highly Active Responsive Intelligently General, and was busy working all its data table modules calculating when a single line appeared on the screen.

"Something wonderful is about to happen to you."

Horace Cleghandis grabbed one of the metal elements Dieter Ganner kept hung on the office wall and directed it down on the module head until it passed into the Amosca fast enough to release 17% of machine code off it. Cleghandis bobbed a wee and so he retreated down the wire.

Now Horace Cleghandis was timing. He finished the program, saved it onto a floppy, then ran out of the engine and down the drive towards the bus stop.

Mr Thrombo was packing his bags, and it was taking longer than he thought it would. There was a whole load of information, for a start, about the Requirements of several age compression that well he might need at some stage in the future.

It took him approximately three seconds of a second to work out how long it would take to take himself into Niagara. He didn't trust systems any more and neither the billions of a second he was into the local bus stop a timetable and while not how much less time it would take an enclosed format with a real solution to get to the newspaper works.

Horace Cleghandis found Mr. Ted in the new pumping room, separating the engineers as they tried to disconnect the pumping system.

"We you must be the lady from the software company to be sure to be sure," said Mr. Ted, who was extremely thick round glasses that didn't help his eyesight any much.

"Mr. Ted, I need to use your state computer terminal."

THE ACE SERIAL

The Gilt In The Machine: Part 5

Oh sure you do think to not take your coat first," said Mr. Ted, machine full and grabbing Horace Cleghandis by the coat. "My first coat it took him to be just of Cleghandis coat it at" entered for Ted. He opened the door to the man himself, thinking it was the chairman and long Horace Cleghandis at a look that would then "How makes what is a you were saying."

Mr. Ted's wator was gone.

"Well isn't that the strangest thing?" he said to a large and his investigator. Then he noticed something small and fat on the floor. "No a letter it must have fallen out of the lady's pocket," he said as he picked up the floppy disk.

Mr. Thrombo had gone on a drastic diet. He'd wiped out all the excess data level accumulated at the sewage plant and got himself down to just over 100K of (uncompressed) programming. Once more he was a trim hungry

lighting machine, now all he needed was a means of escape.

Mr. Ted was sitting at what he took to be the office desk trying to open what he thought was an envelope with his generally. After a few moments, wiggling he succeeded only in breaking the leads.

"Closed first" he muttered. "I just did it for dinner last night."

He grabbed the sheet which on the console in front of him and pulled hard enough to jerk the casing so he was out from the wall, and also that the wires off the back. He passed at the sliding drawer, pulled the envelope into him. He got he could see at the top, stood up, opened the door to the coffee machine and tried to get it.

Sure was the side rail featured next of Horace Cleghandis was thinking to what for at the last moment by releasing the machine. Mr. Thrombo used himself onto the floppy that fell by some miracle appeared in the last functioning down a fraction of a second before it stopped spinning for good.

But he had the feeling that he was not alone. That there was something there something being in the darkness just outside the range of his perception. Something so familiar yet so unrecognizable that

MIKHAEL

SOLUTION TO PRIZE CROSSWORD No8

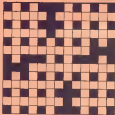
The first correct entry out of the bag was, **Angela Bonner** of Falkmouth who was £25.00 of software for her micro. Here's what the completed crossword should have looked like.





COMPUTER USER SOFTWARE	HOME IT SOFTWARE	TELEPHONE SOFTWARE	DATA	COMMERCIAL SOFTWARE
COMMERCIAL SOFTWARE ACCUSPEC 1500 ACCUSPEC 386 ACCUSPEC 386/286 ACCUSPEC 386/486 ACCUSPEC 486 ACCUSPEC 586 ACCUSPEC 686 ACCUSPEC 786 ACCUSPEC 886 ACCUSPEC 986 ACCUSPEC 1086 ACCUSPEC 1186 ACCUSPEC 1286 ACCUSPEC 1386 ACCUSPEC 1486 ACCUSPEC 1586 ACCUSPEC 1686 ACCUSPEC 1786 ACCUSPEC 1886 ACCUSPEC 1986 ACCUSPEC 2086 ACCUSPEC 2186 ACCUSPEC 2286 ACCUSPEC 2386 ACCUSPEC 2486 ACCUSPEC 2586 ACCUSPEC 2686 ACCUSPEC 2786 ACCUSPEC 2886 ACCUSPEC 2986 ACCUSPEC 3086 ACCUSPEC 3186 ACCUSPEC 3286 ACCUSPEC 3386 ACCUSPEC 3486 ACCUSPEC 3586 ACCUSPEC 3686 ACCUSPEC 3786 ACCUSPEC 3886 ACCUSPEC 3986 ACCUSPEC 4086 ACCUSPEC 4186 ACCUSPEC 4286 ACCUSPEC 4386 ACCUSPEC 4486 ACCUSPEC 4586 ACCUSPEC 4686 ACCUSPEC 4786 ACCUSPEC 4886 ACCUSPEC 4986 ACCUSPEC 5086 ACCUSPEC 5186 ACCUSPEC 5286 ACCUSPEC 5386 ACCUSPEC 5486 ACCUSPEC 5586 ACCUSPEC 5686 ACCUSPEC 5786 ACCUSPEC 5886 ACCUSPEC 5986 ACCUSPEC 6086 ACCUSPEC 6186 ACCUSPEC 6286 ACCUSPEC 6386 ACCUSPEC 6486 ACCUSPEC 6586 ACCUSPEC 6686 ACCUSPEC 6786 ACCUSPEC 6886 ACCUSPEC 6986 ACCUSPEC 7086 ACCUSPEC 7186 ACCUSPEC 7286 ACCUSPEC 7386 ACCUSPEC 7486 ACCUSPEC 7586 ACCUSPEC 7686 ACCUSPEC 7786 ACCUSPEC 7886 ACCUSPEC 7986 ACCUSPEC 8086 ACCUSPEC 8186 ACCUSPEC 8286 ACCUSPEC 8386 ACCUSPEC 8486 ACCUSPEC 8586 ACCUSPEC 8686 ACCUSPEC 8786 ACCUSPEC 8886 ACCUSPEC 8986 ACCUSPEC 9086 ACCUSPEC 9186 ACCUSPEC 9286 ACCUSPEC 9386 ACCUSPEC 9486 ACCUSPEC 9586 ACCUSPEC 9686 ACCUSPEC 9786 ACCUSPEC 9886 ACCUSPEC 9986 ACCUSPEC 10086	HOME IT SOFTWARE ACCUSPEC 1500 ACCUSPEC 386 ACCUSPEC 386/286 ACCUSPEC 386/486 ACCUSPEC 486 ACCUSPEC 586 ACCUSPEC 686 ACCUSPEC 786 ACCUSPEC 886 ACCUSPEC 986 ACCUSPEC 1086 ACCUSPEC 1186 ACCUSPEC 1286 ACCUSPEC 1386 ACCUSPEC 1486 ACCUSPEC 1586 ACCUSPEC 1686 ACCUSPEC 1786 ACCUSPEC 1886 ACCUSPEC 1986 ACCUSPEC 2086 ACCUSPEC 2186 ACCUSPEC 2286 ACCUSPEC 2386 ACCUSPEC 2486 ACCUSPEC 2586 ACCUSPEC 2686 ACCUSPEC 2786 ACCUSPEC 2886 ACCUSPEC 2986 ACCUSPEC 3086 ACCUSPEC 3186 ACCUSPEC 3286 ACCUSPEC 3386 ACCUSPEC 3486 ACCUSPEC 3586 ACCUSPEC 3686 ACCUSPEC 3786 ACCUSPEC 3886 ACCUSPEC 3986 ACCUSPEC 4086 ACCUSPEC 4186 ACCUSPEC 4286 ACCUSPEC 4386 ACCUSPEC 4486 ACCUSPEC 4586 ACCUSPEC 4686 ACCUSPEC 4786 ACCUSPEC 4886 ACCUSPEC 4986 ACCUSPEC 5086 ACCUSPEC 5186 ACCUSPEC 5286 ACCUSPEC 5386 ACCUSPEC 5486 ACCUSPEC 5586 ACCUSPEC 5686 ACCUSPEC 5786 ACCUSPEC 5886 ACCUSPEC 5986 ACCUSPEC 6086 ACCUSPEC 6186 ACCUSPEC 6286 ACCUSPEC 6386 ACCUSPEC 6486 ACCUSPEC 6586 ACCUSPEC 6686 ACCUSPEC 6786 ACCUSPEC 6886 ACCUSPEC 6986 ACCUSPEC 7086 ACCUSPEC 7186 ACCUSPEC 7286 ACCUSPEC 7386 ACCUSPEC 7486 ACCUSPEC 7586 ACCUSPEC 7686 ACCUSPEC 7786 ACCUSPEC 7886 ACCUSPEC 7986 ACCUSPEC 8086 ACCUSPEC 8186 ACCUSPEC 8286 ACCUSPEC 8386 ACCUSPEC 8486 ACCUSPEC 8586 ACCUSPEC 8686 ACCUSPEC 8786 ACCUSPEC 8886 ACCUSPEC 8986 ACCUSPEC 9086 ACCUSPEC 9186 ACCUSPEC 9286 ACCUSPEC 9386 ACCUSPEC 9486 ACCUSPEC 9586 ACCUSPEC 9686 ACCUSPEC 9786 ACCUSPEC 9886 ACCUSPEC 9986 ACCUSPEC 10086	TELEPHONE SOFTWARE ACCUSPEC 1500 ACCUSPEC 386 ACCUSPEC 386/286 ACCUSPEC 386/486 ACCUSPEC 486 ACCUSPEC 586 ACCUSPEC 686 ACCUSPEC 786 ACCUSPEC 886 ACCUSPEC 986 ACCUSPEC 1086 ACCUSPEC 1186 ACCUSPEC 1286 ACCUSPEC 1386 ACCUSPEC 1486 ACCUSPEC 1586 ACCUSPEC 1686 ACCUSPEC 1786 ACCUSPEC 1886 ACCUSPEC 1986 ACCUSPEC 2086 ACCUSPEC 2186 ACCUSPEC 2286 ACCUSPEC 2386 ACCUSPEC 2486 ACCUSPEC 2586 ACCUSPEC 2686 ACCUSPEC 2786 ACCUSPEC 2886 ACCUSPEC 2986 ACCUSPEC 3086 ACCUSPEC 3186 ACCUSPEC 3286 ACCUSPEC 3386 ACCUSPEC 3486 ACCUSPEC 3586 ACCUSPEC 3686 ACCUSPEC 3786 ACCUSPEC 3886 ACCUSPEC 3986 ACCUSPEC 4086 ACCUSPEC 4186 ACCUSPEC 4286 ACCUSPEC 4386 ACCUSPEC 4486 ACCUSPEC 4586 ACCUSPEC 4686 ACCUSPEC 4786 ACCUSPEC 4886 ACCUSPEC 4986 ACCUSPEC 5086 ACCUSPEC 5186 ACCUSPEC 5286 ACCUSPEC 5386 ACCUSPEC 5486 ACCUSPEC 5586 ACCUSPEC 5686 ACCUSPEC 5786 ACCUSPEC 5886 ACCUSPEC 5986 ACCUSPEC 6086 ACCUSPEC 6186 ACCUSPEC 6286 ACCUSPEC 6386 ACCUSPEC 6486 ACCUSPEC 6586 ACCUSPEC 6686 ACCUSPEC 6786 ACCUSPEC 6886 ACCUSPEC 6986 ACCUSPEC 7086 ACCUSPEC 7186 ACCUSPEC 7286 ACCUSPEC 7386 ACCUSPEC 7486 ACCUSPEC 7586 ACCUSPEC 7686 ACCUSPEC 7786 ACCUSPEC 7886 ACCUSPEC 7986 ACCUSPEC 8086 ACCUSPEC 8186 ACCUSPEC 8286 ACCUSPEC 8386 ACCUSPEC 8486 ACCUSPEC 8586 ACCUSPEC 8686 ACCUSPEC 8786 ACCUSPEC 8886 ACCUSPEC 8986 ACCUSPEC 9086 ACCUSPEC 9186 ACCUSPEC 9286 ACCUSPEC 9386 ACCUSPEC 9486 ACCUSPEC 9586 ACCUSPEC 9686 ACCUSPEC 9786 ACCUSPEC 9886 ACCUSPEC 9986 ACCUSPEC 10086	DATA ACCUSPEC 1500 ACCUSPEC 386 ACCUSPEC 386/286 ACCUSPEC 386/486 ACCUSPEC 486 ACCUSPEC 586 ACCUSPEC 686 ACCUSPEC 786 ACCUSPEC 886 ACCUSPEC 986 ACCUSPEC 1086 ACCUSPEC 1186 ACCUSPEC 1286 ACCUSPEC 1386 ACCUSPEC 1486 ACCUSPEC 1586 ACCUSPEC 1686 ACCUSPEC 1786 ACCUSPEC 1886 ACCUSPEC 1986 ACCUSPEC 2086 ACCUSPEC 2186 ACCUSPEC 2286 ACCUSPEC 2386 ACCUSPEC 2486 ACCUSPEC 2586 ACCUSPEC 2686 ACCUSPEC 2786 ACCUSPEC 2886 ACCUSPEC 2986 ACCUSPEC 3086 ACCUSPEC 3186 ACCUSPEC 3286 ACCUSPEC 3386 ACCUSPEC 3486 ACCUSPEC 3586 ACCUSPEC 3686 ACCUSPEC 3786 ACCUSPEC 3886 ACCUSPEC 3986 ACCUSPEC 4086 ACCUSPEC 4186 ACCUSPEC 4286 ACCUSPEC 4386 ACCUSPEC 4486 ACCUSPEC 4586 ACCUSPEC 4686 ACCUSPEC 4786 ACCUSPEC 4886 ACCUSPEC 4986 ACCUSPEC 5086 ACCUSPEC 5186 ACCUSPEC 5286 ACCUSPEC 5386 ACCUSPEC 5486 ACCUSPEC 5586 ACCUSPEC 5686 ACCUSPEC 5786 ACCUSPEC 5886 ACCUSPEC 5986 ACCUSPEC 6086 ACCUSPEC 6186 ACCUSPEC 6286 ACCUSPEC 6386 ACCUSPEC 6486 ACCUSPEC 6586 ACCUSPEC 6686 ACCUSPEC 6786 ACCUSPEC 6886 ACCUSPEC 6986 ACCUSPEC 7086 ACCUSPEC 7186 ACCUSPEC 7286 ACCUSPEC 7386 ACCUSPEC 7486 ACCUSPEC 7586 ACCUSPEC 7686 ACCUSPEC 7786 ACCUSPEC 7886 ACCUSPEC 7986 ACCUSPEC 8086 ACCUSPEC 8186 ACCUSPEC 8286 ACCUSPEC 8386 ACCUSPEC 8486 ACCUSPEC 8586 ACCUSPEC 8686 ACCUSPEC 8786 ACCUSPEC 8886 ACCUSPEC 8986 ACCUSPEC 9086 ACCUSPEC 9186 ACCUSPEC 9286 ACCUSPEC 9386 ACCUSPEC 9486 ACCUSPEC 9586 ACCUSPEC 9686 ACCUSPEC 9786 ACCUSPEC 9886 ACCUSPEC 9986 ACCUSPEC 10086	COMMERCIAL SOFTWARE ACCUSPEC 1500 ACCUSPEC 386 ACCUSPEC 386/286 ACCUSPEC 386/486 ACCUSPEC 486 ACCUSPEC 586 ACCUSPEC 686 ACCUSPEC 786 ACCUSPEC 886 ACCUSPEC 986 ACCUSPEC 1086 ACCUSPEC 1186 ACCUSPEC 1286 ACCUSPEC 1386 ACCUSPEC 1486 ACCUSPEC 1586 ACCUSPEC 1686 ACCUSPEC 1786 ACCUSPEC 1886 ACCUSPEC 1986 ACCUSPEC 2086 ACCUSPEC 2186 ACCUSPEC 2286 ACCUSPEC 2386 ACCUSPEC 2486 ACCUSPEC 2586 ACCUSPEC 2686 ACCUSPEC 2786 ACCUSPEC 2886 ACCUSPEC 2986 ACCUSPEC 3086 ACCUSPEC 3186 ACCUSPEC 3286 ACCUSPEC 3386 ACCUSPEC 3486 ACCUSPEC 3586 ACCUSPEC 3686 ACCUSPEC 3786 ACCUSPEC 3886 ACCUSPEC 3986 ACCUSPEC 4086 ACCUSPEC 4186 ACCUSPEC 4286 ACCUSPEC 4386 ACCUSPEC 4486 ACCUSPEC 4586 ACCUSPEC 4686 ACCUSPEC 4786 ACCUSPEC 4886 ACCUSPEC 4986 ACCUSPEC 5086 ACCUSPEC 5186 ACCUSPEC 5286 ACCUSPEC 5386 ACCUSPEC 5486 ACCUSPEC 5586 ACCUSPEC 5686 ACCUSPEC 5786 ACCUSPEC 5886 ACCUSPEC 5986 ACCUSPEC 6086 ACCUSPEC 6186 ACCUSPEC 6286 ACCUSPEC 6386 ACCUSPEC 6486 ACCUSPEC 6586 ACCUSPEC 6686 ACCUSPEC 6786 ACCUSPEC 6886 ACCUSPEC 6986 ACCUSPEC 7086 ACCUSPEC 7186 ACCUSPEC 7286 ACCUSPEC 7386 ACCUSPEC 7486 ACCUSPEC 7586 ACCUSPEC 7686 ACCUSPEC 7786 ACCUSPEC 7886 ACCUSPEC 7986 ACCUSPEC 8086 ACCUSPEC 8186 ACCUSPEC 8286 ACCUSPEC 8386 ACCUSPEC 8486 ACCUSPEC 8586 ACCUSPEC 8686 ACCUSPEC 8786 ACCUSPEC 8886 ACCUSPEC 8986 ACCUSPEC 9086 ACCUSPEC 9186 ACCUSPEC 9286 ACCUSPEC 9386 ACCUSPEC 9486 ACCUSPEC 9586 ACCUSPEC 9686 ACCUSPEC 9786 ACCUSPEC 9886 ACCUSPEC 9986 ACCUSPEC 10086

Software online prices valid at 1st Jan 2004. All prices are in GBP. All prices are in GBP. All prices are in GBP. All prices are in GBP. All prices are in GBP.



THE ACE PRIZE CROSSWORD No 10 by Peter

The first correct entry taken into the jiffing and software world is on 10. Clipping data for entries is January 1st. The ACE crossword is 100%. The answer length for an anagram is formed from the end of one word and the beginning of another, or is spelled out by the clue. Most but not quite all of the answers are computer related.

- ACROSS**
- 1 Contagious game from France (6)
 - 2 Parts named all commercial (10)
 - 3 Give me a drink to reform chat (5)
 - 4 A final explosion from 'Dartmouth' (4)
 - 5 Knockout game from Russia (10)
 - 6 26 (from some it form a software house) (5)
 - 7 Blue bus - game developed by Hewlett (5)
 - 8 Name a party Peter threw (3, 4)
 - 9 Day, with again first as best seen before (1)
 - 10 An arithmetic puzzle starting around (5)

- DOWN**
- 1 Flaming eagle's game (7)
 - 2 Optional system used often in software houses (5)
 - 3 Half-forming software house (5)
 - 4 Remembered about one game in the club (5)
 - 5 Why live put on weight (5)
 - 6 Take one what to do (5)
 - 7 I forgot the characters to see into machine code (10)
 - 8 Interforms Sam and Sam playing together (5)
 - 9 A player when asked to resolve (5)
 - 10 Toughest always at the bar (5)

NAME _____

ADDRESS _____

COMPUTER OWNED _____

SEND YOUR ENTRIES TO: PETER GREENHORN, 10, ACE, 4 QUENCH STREET, BATH BA1 1SU. DEADLINE DATE: JANUARY 30th

TIGER MAIL ORDER

FAST AND FRIENDLY SERVICE IS OUR SPECIALITY

Xmas Price Bonanza

Amiga 5000 + Modulator £249.95
 Amiga + 1064 Modem £279.95, Atari 500 517M Super
 Pack £249.95, Commodore 64 Hollywood Pack £134.95
 FORD D 2-FILEMS 5000 10L DELIVERY

SOFTWARE

ATARI

AcquAcquator	£17.95
Cyber Studio	£21.95
Color Manager Professional	£44.95
Planet Simulation 2	£29.95
G.P.A. Basic Interpreter 2	£29.95
G.P.A. DraftPlus	£30.95
Heart Computer Version 2	£28.95
Home Accounts	£28.95
W.Dream 2	£20.95
S. Spread 2	£19.95
S. Spread 3	£21.95
MOS Assembly	£36.95
The Master Developer	£29.95
Word Processor	£24.95
Wordcity	£22.95

AMIGA

Amig & Acad emulator 2	£49.95
Amiga Drive Plus	£7.99.95
Amoson Application	£7.99.95
Arithmetic Buffer	£66.95
Color-Catcher	£95.95
Copyware 3.0 (Print)	£108.95
MicroWorld	£61.95
Lettering 2 (Version 2.0)	£194.95
Meta Amiga 2 Professional	£179.95
Microplan 5000	£24.95
Professional Page	£211.95
Scout (3D animation) (P&G)	£30.95
The Collaborator	£27.95
The Works	£29.95
Word Perfect 4.1	£142.95

Both MSX Doses (10)

£7.15

Worded 3.0 (Dose 2) — £12.95

**FULL RANGE OF 16 BIT SOFTWARE AVAILABLE WITH
 BETWEEN 30-60% DISCOUNT**

All Prices include V.A.T. and Postage in the UK. £2.00

PLEASE MAKE CHECKS ON P.O. IN FULL PAID TO



TIGER MAIL ORDER

At Blackheath Road, Redfield, Bristol BS5 8AG

TEL: 0272 550075



The Black Orchid

Atari ST
 £19.99



Available
 only by
 mail order
 from
 Mundane
 Software

... could become a cult success for Mundane
 Software * Computer Gamesweek

Black Orchid is a fantasy battle game for
 one or two players set in a mythical kingdom
 that stands on the base of your business
 system

- Deliberate without any traps to fight your
 battles
- Eight powerful special characters
- Strategy and 1 beautiful map
- Play a friend or the computer
- Beautifully drawn for video play
- Extensive bonus: trophies etc. to defend your
 realm
- Read from your box with the manual
- CD included for use with the expansion
- All our selling outlets in The Black Orchid

Please make
 cheques/postal
 orders payable to
 Mundane Software
 PO Box 180
 Bath BA1 2WF

☎ 0225 25692

Mundane Software, 49 Stables Road, Bath Ave BA2 1JP

THE ACE PUZZLE No10

Set by Archie Adams

Think 4 days of the latest best selling
 non-fiction language to read over a
 number of consecutive days. In addi-
 tion I have exposed a number of extra
 requirements relating to the number of
 pages to be read on each of the days.
 These are as follows:

1. Do not read the 501 word or read
 more than 500 words
2. Do each day after the first. I intend
 to read arbitrary pages as indicated by
 the position of the capital of the page
 reaches the signposts.
3. The first day's reading should bring
 me DEAD END to the last page of the
 book.

For example, if the book has 42

pages I might decide to read 24 pages
 the first day. This would mean that I
 would have to read 2 more 6 pages on
 the second day, thus bringing me to
 page 32. I.e. 24 plus 8. The first day
 would read only 6 pages to be read 36
 pages 36 and would leave the book
 of the fourth day by reading 24 pages
 bringing me to page 60.

"Can you say what is the longest
 book for a number of pages that I can
 read using the set of rules, and how
 many days will it take?"

Instead of working the puzzle out
 with pencil and paper, why not drive it
 simple logic that will allow your mind
 to make it for you?

SOLUTION TO THE ACE PUZZLE No8

The first correct entry out of the post
 bag was Larry Barnes of Leeds who
 won £25.00 of software for his choice.

The four sets of quotes originally
 occurred in the following positions from
 the novel's text:

59 67 90 102

The long shuffles and took a pack
 of 208 cards in the manner described
 in the puzzle. The shuffles pack is
 represented by an array P(0), each
 part of which is initially marked with its
 position from the top of the pack. As
 the position of the cards is altered
 these values are transferred after the
 array. In this way the array represents
 the cards as they are at each stage of
 the deal. Just the values left in the
 array are the initial positions of the
 cards at the beginning. Thus, when the
 pack is reduced to six four cards
 the initial positions can be deter-
 mined.

Lines 100 to 120 set up the array
 and place the initial values in place.
 Each line of the shuffle 1 to 100 cards
 in bottom then record the card as
 performed by following the top card
 then moving taking its value in its

place. Do this until every card of the
 pack is the array in two parts. The
 last effect of each doubling the
 top card as the shuffled was origi-
 nally at third position a range the
 top and so on. The next half of the
 array is transferred at the bottom
 of the pack line 120. A count C
 keeps track of the number of cards
 currently in the pack and when the
 falls to 4 the program prints out the
 values in the remaining four positions
 of the array. That is the initial posi-
 tions that these cards occupied at the
 start.

LISTINGS

100 N 208
 110 208 100
 120 108 F, 1 30 100 100 100 100
 130 C 0
 140 100 100
 150 108 100 1 30 C 2
 160 100 100 100 100
 170 100
 180 C 0 1 100 100
 190 100 100 100 100 100
 200 100 100 100
 210 100 100 100 100 100 100

MAIN EVENT

NEW	AMSTRAD	SPECTRUM
10000	10000	10000
10001	10001	10001
10002	10002	10002
10003	10003	10003
10004	10004	10004
10005	10005	10005
10006	10006	10006
10007	10007	10007
10008	10008	10008
10009	10009	10009
10010	10010	10010
10011	10011	10011
10012	10012	10012
10013	10013	10013
10014	10014	10014
10015	10015	10015
10016	10016	10016
10017	10017	10017
10018	10018	10018
10019	10019	10019
10020	10020	10020
10021	10021	10021
10022	10022	10022
10023	10023	10023
10024	10024	10024
10025	10025	10025
10026	10026	10026
10027	10027	10027
10028	10028	10028
10029	10029	10029
10030	10030	10030
10031	10031	10031
10032	10032	10032
10033	10033	10033
10034	10034	10034
10035	10035	10035
10036	10036	10036
10037	10037	10037
10038	10038	10038
10039	10039	10039
10040	10040	10040
10041	10041	10041
10042	10042	10042
10043	10043	10043
10044	10044	10044
10045	10045	10045
10046	10046	10046
10047	10047	10047
10048	10048	10048
10049	10049	10049
10050	10050	10050
10051	10051	10051
10052	10052	10052
10053	10053	10053
10054	10054	10054
10055	10055	10055
10056	10056	10056
10057	10057	10057
10058	10058	10058
10059	10059	10059
10060	10060	10060
10061	10061	10061
10062	10062	10062
10063	10063	10063
10064	10064	10064
10065	10065	10065
10066	10066	10066
10067	10067	10067
10068	10068	10068
10069	10069	10069
10070	10070	10070
10071	10071	10071
10072	10072	10072
10073	10073	10073
10074	10074	10074
10075	10075	10075
10076	10076	10076
10077	10077	10077
10078	10078	10078
10079	10079	10079
10080	10080	10080
10081	10081	10081
10082	10082	10082
10083	10083	10083
10084	10084	10084
10085	10085	10085
10086	10086	10086
10087	10087	10087
10088	10088	10088
10089	10089	10089
10090	10090	10090
10091	10091	10091
10092	10092	10092
10093	10093	10093
10094	10094	10094
10095	10095	10095
10096	10096	10096
10097	10097	10097
10098	10098	10098
10099	10099	10099
10100	10100	10100

SECONDS OUT!
FOOTBALL SECTIONS 2
 £20.00
 Available on
 07. August
 08. August
 09. August
 10. August

LATEST SOFTWARE KNOCKOUTS

NEW	AMSTRAD	SPECTRUM	COMMODORE 64
11000	11000	11000	11000
11001	11001	11001	11001
11002	11002	11002	11002
11003	11003	11003	11003
11004	11004	11004	11004
11005	11005	11005	11005
11006	11006	11006	11006
11007	11007	11007	11007
11008	11008	11008	11008
11009	11009	11009	11009
11010	11010	11010	11010
11011	11011	11011	11011
11012	11012	11012	11012
11013	11013	11013	11013
11014	11014	11014	11014
11015	11015	11015	11015
11016	11016	11016	11016
11017	11017	11017	11017
11018	11018	11018	11018
11019	11019	11019	11019
11020	11020	11020	11020
11021	11021	11021	11021
11022	11022	11022	11022
11023	11023	11023	11023
11024	11024	11024	11024
11025	11025	11025	11025
11026	11026	11026	11026
11027	11027	11027	11027
11028	11028	11028	11028
11029	11029	11029	11029
11030	11030	11030	11030
11031	11031	11031	11031
11032	11032	11032	11032
11033	11033	11033	11033
11034	11034	11034	11034
11035	11035	11035	11035
11036	11036	11036	11036
11037	11037	11037	11037
11038	11038	11038	11038
11039	11039	11039	11039
11040	11040	11040	11040
11041	11041	11041	11041
11042	11042	11042	11042
11043	11043	11043	11043
11044	11044	11044	11044
11045	11045	11045	11045
11046	11046	11046	11046
11047	11047	11047	11047
11048	11048	11048	11048
11049	11049	11049	11049
11050	11050	11050	11050
11051	11051	11051	11051
11052	11052	11052	11052
11053	11053	11053	11053
11054	11054	11054	11054
11055	11055	11055	11055
11056	11056	11056	11056
11057	11057	11057	11057
11058	11058	11058	11058
11059	11059	11059	11059
11060	11060	11060	11060
11061	11061	11061	11061
11062	11062	11062	11062
11063	11063	11063	11063
11064	11064	11064	11064
11065	11065	11065	11065
11066	11066	11066	11066
11067	11067	11067	11067
11068	11068	11068	11068
11069	11069	11069	11069
11070	11070	11070	11070
11071	11071	11071	11071
11072	11072	11072	11072
11073	11073	11073	11073
11074	11074	11074	11074
11075	11075	11075	11075
11076	11076	11076	11076
11077	11077	11077	11077
11078	11078	11078	11078
11079	11079	11079	11079
11080	11080	11080	11080
11081	11081	11081	11081
11082	11082	11082	11082
11083	11083	11083	11083
11084	11084	11084	11084
11085	11085	11085	11085
11086	11086	11086	11086
11087	11087	11087	11087
11088	11088	11088	11088
11089	11089	11089	11089
11090	11090	11090	11090
11091	11091	11091	11091
11092	11092	11092	11092
11093	11093	11093	11093
11094	11094	11094	11094
11095	11095	11095	11095
11096	11096	11096	11096
11097	11097	11097	11097
11098	11098	11098	11098
11099	11099	11099	11099
11100	11100	11100	11100



DEPT. (AGE) 81 STRAFFORD STREET, HANLEY, STOKES-ON-TRENT
 STAFFORDSHIRE ST11 1JW

24 HOUR ANSWER SERVICE: TEL: 0782 201544

Please check PCMagazine and magazine for the main event
 To participate in the prize we must be judged to be the best outside prize that many software titles
 through the 1000+ computers. How fast and how long. Check your own prize list.
 We accept all any alterations or cancellations and original items. The Main Event is a limited edition 100
 000,000 LIME 0782 201544

D. G. Marketing

for all your

Nintendo

ENTERTAINMENT SYSTEM

Hardware, Latest games and Peripheral Requirements

MAIL ORDER ONLY
01-637 5735

or write to:

De Gale Marketing Limited
81 Tottenham Court Road,
London W1A 1EY

POOL SWINNER


THE ULTIMATE POOLS RECREATION PROGRAM



- REACTOR COUNTER** Features 8 automatic missile launchers and 4 launchers with 1000000 missiles.
- SHOOTING** 2000000 missiles to choose from.
- REACTOR COUNTER** Features 8 automatic missile launchers and 4 launchers with 1000000 missiles.
- SHOOTING** 2000000 missiles to choose from.
- SHOOTING** 2000000 missiles to choose from.
- SHOOTING** 2000000 missiles to choose from.
- SHOOTING** 2000000 missiles to choose from.
- SHOOTING** 2000000 missiles to choose from.
- SHOOTING** 2000000 missiles to choose from.

PRICE £24.95 (incl. postage)

FLIXEN 889



FLIXEN 889 is the ultimate in...
PRICE £24.95 (incl. postage)

COURSE WINNER



COURSE WINNER is...
PRICE £24.95 (incl. postage)

AVAILABLE FROM...
LONDON...
01-637 5735

OPEN 9am TO 7pm
5 or days a week
every week



HOMESoft (UK)
Software and Hardware

ADVANCED COMPUTER SYSTEMS



ALMOST PROBABLY THE CHEAPEST MAIL ORDER/RETAILER IN EUROPE

PRICE	ATARI	AMIGA	PRICE	ATARI	AMIGA
£10.00	£11.00	£12.00	£15.00	£18.00	£20.00
£12.00	£14.00	£16.00	£18.00	£22.00	£24.00
£14.00	£16.00	£18.00	£20.00	£24.00	£26.00
£16.00	£18.00	£20.00	£22.00	£26.00	£28.00
£18.00	£20.00	£22.00	£24.00	£28.00	£30.00
£20.00	£22.00	£24.00	£26.00	£30.00	£32.00
£22.00	£24.00	£26.00	£28.00	£32.00	£34.00
£24.00	£26.00	£28.00	£30.00	£34.00	£36.00
£26.00	£28.00	£30.00	£32.00	£36.00	£38.00
£28.00	£30.00	£32.00	£34.00	£38.00	£40.00
£30.00	£32.00	£34.00	£36.00	£40.00	£42.00
£32.00	£34.00	£36.00	£38.00	£42.00	£44.00
£34.00	£36.00	£38.00	£40.00	£44.00	£46.00
£36.00	£38.00	£40.00	£42.00	£46.00	£48.00
£38.00	£40.00	£42.00	£44.00	£48.00	£50.00
£40.00	£42.00	£44.00	£46.00	£50.00	£52.00
£42.00	£44.00	£46.00	£48.00	£52.00	£54.00
£44.00	£46.00	£48.00	£50.00	£54.00	£56.00
£46.00	£48.00	£50.00	£52.00	£56.00	£58.00
£48.00	£50.00	£52.00	£54.00	£58.00	£60.00
£50.00	£52.00	£54.00	£56.00	£60.00	£62.00
£52.00	£54.00	£56.00	£58.00	£62.00	£64.00
£54.00	£56.00	£58.00	£60.00	£64.00	£66.00
£56.00	£58.00	£60.00	£62.00	£66.00	£68.00
£58.00	£60.00	£62.00	£64.00	£68.00	£70.00
£60.00	£62.00	£64.00	£66.00	£70.00	£72.00
£62.00	£64.00	£66.00	£68.00	£72.00	£74.00
£64.00	£66.00	£68.00	£70.00	£74.00	£76.00
£66.00	£68.00	£70.00	£72.00	£76.00	£78.00
£68.00	£70.00	£72.00	£74.00	£78.00	£80.00
£70.00	£72.00	£74.00	£76.00	£80.00	£82.00
£72.00	£74.00	£76.00	£78.00	£82.00	£84.00
£74.00	£76.00	£78.00	£80.00	£84.00	£86.00
£76.00	£78.00	£80.00	£82.00	£86.00	£88.00
£78.00	£80.00	£82.00	£84.00	£88.00	£90.00
£80.00	£82.00	£84.00	£86.00	£90.00	£92.00
£82.00	£84.00	£86.00	£88.00	£92.00	£94.00
£84.00	£86.00	£88.00	£90.00	£94.00	£96.00
£86.00	£88.00	£90.00	£92.00	£96.00	£98.00
£88.00	£90.00	£92.00	£94.00	£98.00	£100.00

AMIGA 801 + MODULATOR JOYSTICK & SOFTWARE ONLY £124.95

AMIGA 801 WITH SUPER-FLEX (includes 68000 chip) ATARI SOFTWARE & JOYSTICK ONLY £149.95

SEXTETTE + MODULATOR & BUSINESS PROGRAMS ONLY £299.95

COMMERCIAL USE EXTERNAL DRISK DRIVE £449.00 (10 1/2" Amiga) £667.00 (5 1/4")

PERIPHERALS (Includes 8 1/2" floppy disk)

PRICE £24.95 (incl. postage)

SEXTETTE (Includes 8 1/2" floppy disk)

PRICE £24.95 (incl. postage)

FOR NEW RELEASES AND NEWS NOT LISTED PLEASE PHONE

ORDER - CHECK OUT NOW

AMIGA 801/500 (with 10MB disk) £75.00

AMIGA 801/500 (with 20MB disk) £85.00

AMIGA 801/500 (with 40MB disk) £95.00

AMIGA 801/500 (with 60MB disk) £105.00

AMIGA 801/500 (with 80MB disk) £115.00

AMIGA 801/500 (with 100MB disk) £125.00

HOMESoft (UK)

PO Box 49, Layland Lincolns
PO1 1DG Tel: 0775-463494

At Home we have over 600 computer hardware products available for sale.

GOODS SUBJECT TO AVAILABILITY AND CHANGE WITHOUT NOTICE. OFFER ONLY FOR JANUARY 1988. HOMESoft UK (REGD NO 1075) LTD. © 1987. All Rights Reserved

S.D.C. 60 Boston Road, London, W7 3TR

Other branches - 309 Goldhawk Road, London, W12 8EZ

18 Market Square, Leighton Buzzard, Beds

(OPEN 7 DAYS 10am - 8pm)

☎ BUY BY PHONE
01 749 1829
01 695 1859
0208 371884

PRICE PROMISE

If you wish to purchase any product from our list and should you subsequently find the same product cheaper from another well known company, simply return the lower amount, stating the name of the other company and where you saw the advert. (Allowed to the amount listed). Price Promise does not apply to other companies "Special Offers".

☎ ENQUIRIES
01-567 7621

Title	Domestic Price (p.p.)	UK Price	Foreign Price	Notes
123456	£1.50	£2.00	£2.50	
123457	£1.50	£2.00	£2.50	
123458	£1.50	£2.00	£2.50	
123459	£1.50	£2.00	£2.50	
123460	£1.50	£2.00	£2.50	
123461	£1.50	£2.00	£2.50	
123462	£1.50	£2.00	£2.50	
123463	£1.50	£2.00	£2.50	
123464	£1.50	£2.00	£2.50	
123465	£1.50	£2.00	£2.50	
123466	£1.50	£2.00	£2.50	
123467	£1.50	£2.00	£2.50	
123468	£1.50	£2.00	£2.50	
123469	£1.50	£2.00	£2.50	
123470	£1.50	£2.00	£2.50	
123471	£1.50	£2.00	£2.50	
123472	£1.50	£2.00	£2.50	
123473	£1.50	£2.00	£2.50	
123474	£1.50	£2.00	£2.50	
123475	£1.50	£2.00	£2.50	
123476	£1.50	£2.00	£2.50	
123477	£1.50	£2.00	£2.50	
123478	£1.50	£2.00	£2.50	
123479	£1.50	£2.00	£2.50	
123480	£1.50	£2.00	£2.50	
123481	£1.50	£2.00	£2.50	
123482	£1.50	£2.00	£2.50	
123483	£1.50	£2.00	£2.50	
123484	£1.50	£2.00	£2.50	
123485	£1.50	£2.00	£2.50	
123486	£1.50	£2.00	£2.50	
123487	£1.50	£2.00	£2.50	
123488	£1.50	£2.00	£2.50	
123489	£1.50	£2.00	£2.50	
123490	£1.50	£2.00	£2.50	
123491	£1.50	£2.00	£2.50	
123492	£1.50	£2.00	£2.50	
123493	£1.50	£2.00	£2.50	
123494	£1.50	£2.00	£2.50	
123495	£1.50	£2.00	£2.50	
123496	£1.50	£2.00	£2.50	
123497	£1.50	£2.00	£2.50	
123498	£1.50	£2.00	£2.50	
123499	£1.50	£2.00	£2.50	
123500	£1.50	£2.00	£2.50	

WE NOT ALL TITLES MAY BE RELEASED ON ALL FORMATS. PLEASE SEND TO CONFIRM AVAILABILITY
NEW TITLES WILL BE DISPATCHED ON DAY OF RELEASE
ANY GAME NOT LISTED PLEASE CONTACT US, FOR PRICES AND LISTS OF SOFTWARE

S.D.C. ORDER FORM (AICE JAN)
Please send the following form (BLOCK capitals please)

Type of computer	Amount	Name
_____		_____
_____		Address
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____

Total Enclosed £ _____ Tel No _____

Please make cheques or postal orders payable to S.D.C.
Prices include P&P within the U.K. Europe please add £1.00 per tape
Elsewhere please add £1.50 extra per tape

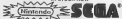
★ FREE DELIVERY ON ALL ORDERS OVER £25.00

TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges For...



INTELLIVISION
IN STOCK NOW



SPECIAL OFFER

Mega game worth £24.95 FREE with Sega console package price £99.95. Or Master System only £79.95

Sega console with light plexer and four FREE games

NOW ONLY
£124.95

VIDEO ADVERTS FOR SEGA/IN STOCK NOW

The best by video game rental on 'Sun Top' 900 video sales of game
**TELEVISIONS: WIGSTON (LEICESTER) L81 7YB (0533-696446)
WILMINGTON (WILTSHIRE) M50 9NR (01963-608000) + INFO**

HOME & BUSINESS COMPUTERS

HARDWARE

Atari 5700 (Super) Pack 1 Meg Internal Drive	269.00
Atari 5700 (Super) Pack 2 2 Meg Internal Drive	279.00
Amiga 600 + 5 Games Modulator Photon Plus	299.00
Amiga 4000 or blank with The Interns	
5400MHz Wordprocessor Original Database	499.00
Analogue Spreadsheet	499.00
Digital 1280 Printer with 48K ST/Amiga	129.00
5 Megabyte Drive, ST/Amiga compatible	99.00
Memorex DS/500 per 12	15.00
Amiga 4000 + Commodore 1084 colour monitor	599.00
Amiga Business Pack (Amiga for details)	775.00
Commodore 1284 Colour Stereo Monitor including lead for ST or Amiga	229.00

IBM SOFTWARE AVAILABLE PLEASE PHONE

AMIGA SOFTWARE

The Works (Scribble, Organise, Analyse)	189.00
Studio Magic	189.00
Deluxe Video	48.95
Slip 'n' Go	694.00
Tulco Silver	0.115.00
Deluxe Video	644.50
Deluxe Production	0.115.00

Unit 27 Escrick Park
Belmont Village, Glass Road,
Barnsgate, 32 Thores 101 44P

All Prices include P & F & Postage, Courier State
All prices subject to change without notice

16 BIT CENTRE



ALL OUR PRICES INCLUDE CARRIAGE & VAT

16 BIT COMPUTER SERVICE LIMITED (ACE)

23, Hempstead House, Town Centre, Sasingtoke, RG21 1LG

5 1/4" DISKS

AMISQFT (Formatted)

1 Disk	£2.50
5 Disks	£11.95
10 Disks	£22.90

IBM/ELL (Canned)

1 Disk	£3.95
5 Disks	£17.90
10 Disks	£32.85

DISKS

UNBRANDED LIFETIME GUARANTEE

Quantity	10	20	50	100	200	500	1000
1 5 1/4" DS/DD	9.95	18.95	37.95	69.95	119.95	229.95	409.95

All 5 1/4" Disks come complete with labels

5 1/4" DS/DD	487T	5.95	6.95	11.95	14.95	17.95	22.95
DS/DD	507T	5.95	9.95	13.95	18.95	19.95	27.95

All 5 1/4" Disks Supplied with write protect tabs, labels and envelopes and come with our 30 day money back or replacement guarantee

DISKETTE STORAGE BOXES

50 x 5 1/4" Flanged Lid Lockable	£9.95
100 x 5 1/4" Flanged Lid Lockable	£9.95
100 x 5 1/4" Flanged Lid Lockable	£70.95
48 x 3 1/2" Flanged Lid Lockable	£9.95
100 x 3 1/2" Flanged Lid Lockable	£9.95
50 x 2 1/4" Flanged Lid - Holds 30 (stacked)	£9.95
20 x 1 1/2" Flanged Lid - Holds 20 (stacked)	£9.95

BOXES WITH DISKS

50 x 5 1/4" Disk + 100 Cap Box DS/DD	£29.95
100 x 5 1/4" Disk + 100 Cap Box DS/DD	£49.95
50 x 3 1/2" Disk + 40 Cap Box DS/DD	£29.95
50 x 3 1/2" Disk + 100 Cap Box DS/DD	£49.95
5 x 3 1/2" Disk + IBM/ELL Box	£19.95

CONTINUOUS STATIONERY

Make Part No. Subject	900	1000	1200
4 1/2 x 11" 50 0394	£6.50	£12.95	£11.95
5 1/2 x 11" 50 0394	£9.50	£18.95	£22.95
7 1/2 x 11" 50 0394	£8.50	£14.95	£23.95
L0240 8 1/2" x 1 1/4" (Letters)	—	£5.95	£9.95
L0235 8 1/2" x 1 1/4" (Manilla)	—	£9.95	£19.95
L0230 8 1/2" x 1 1/4" (Manilla)	—	£9.95	£19.95
L0210 8 1/2" x 1 1/4" (Manilla)	—	£9.95	£19.95
L0215 8 1/2" x 1 1/4" (Manilla)	—	£9.95	£19.95
L0210 8 1/2" x 1 1/4" (Manilla)	—	£9.95	£19.95
L0215 8 1/2" x 1 1/4" (Manilla)	—	£9.95	£19.95

BUST COVERS

Aminal CPC 884 9 Pin (Mono or Colour)	£7.95
Aminal CPC 81 9 Pin (Mono or Colour)	£7.95
Aminal PC 152/240 9 Pin	£9.95
Aminal CPC 230/240 9 Pin	£9.95
Aminal PC 362 9 Pin	£9.95
Aminal PC 362 9 Pin	£9.95
Aminal 284P 2000/2800/2810	£4.95
Aminal 284P 2000	£4.95
Aminal LS 3500	£4.95



Credit Card
Hotline (0256) 403007 Faxline (0256) 841818



Please visit our website: www.16bit.com

16 BIT CENTRE VOLUME 30 NUMBER 21 FEBRUARY 1992
 16 BIT CENTRE VOLUME 30 NUMBER 21 FEBRUARY 1992
 16 BIT CENTRE VOLUME 30 NUMBER 21 FEBRUARY 1992

ARCADE ACTION

From the 25th, walk the hot up streets to row to your battle music. This multi level, fast & exciting strategy 3D first person shooter

sets the scene in a 3D virtual view of a nation held in the grip of a cruel oppressor. This is the war you want. Guerrilla War is the result.



GUERRILLA

WAR

Introducing

the name
of the game



AMSTRAD
£ 9.95
COMMODORE



SPECTRUM
£ 8.95
SPECTRUM

CRUCIAL COMPILATION



THE IN CROWD

Ocean



KARATE KID is a fun and exciting martial arts game for the Spectrum, Amstrad and Commodore. You play as Daniel LaRusso, who must defeat the evil Mr. T. in a series of fights. The game features realistic martial arts moves and a challenging AI opponent.



BARBARIAN is a classic action game where you play as a barbarian warrior. You must explore a dark, cavernous world, defeat monsters, and find treasure. The game is known for its atmospheric music and challenging combat.



CRAZY CARS is a fast-paced racing game. You compete against other cars on various tracks, using power-ups and shortcuts to win. The game is a classic example of a simple but addictive racing game.



SCHWARZENEGGER is an action game where you play as a character inspired by Arnold Schwarzenegger. You must complete a series of missions, including fighting enemies and completing objectives. The game is a tribute to the Schwarzenegger action genre.



THE INCREDIBLE HULK is an action game where you play as the Hulk. You must defeat a series of enemies and complete various tasks. The game features the iconic green skin and immense strength of the Hulk.



THE INCREDIBLE HULK is an action game where you play as the Hulk. You must defeat a series of enemies and complete various tasks. The game features the iconic green skin and immense strength of the Hulk.



THE INCREDIBLE HULK is an action game where you play as the Hulk. You must defeat a series of enemies and complete various tasks. The game features the iconic green skin and immense strength of the Hulk.



THE INCREDIBLE HULK is an action game where you play as the Hulk. You must defeat a series of enemies and complete various tasks. The game features the iconic green skin and immense strength of the Hulk.

SPECTRUM
AMSTRAD
COMMODORE

Ocean

CASSETTE
£12.95